



MUSICAL FREESTYLE AND DRESSAGE COMPETITION GUIDE (v.2)

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Preamble

Over the history of Paws 2 Dance, many articles have been written to address various aspects of Competitions. This Competition Guide has been made up of those articles in an attempt to put all of the information in one place where it can be easily updated as required. From this point forward, it is the only document that will receive updates and all of the others should be discarded.

In the event of a dispute, this document shall be taken as the correct one.

Please refer to the front cover for when it was last updated and be sure to check your version before entering a competition.



Competition Rules

General Considerations

- Competitors should be aware of the impression they are making with the public and act appropriately.
- Sportsmanlike behavior and proper respectful treatment of all dogs is mandatory.

Dogs

- Any dog over 6 months of age is welcome to compete.
 - puppies from the age of four months will be allowed to enter the Training division and also be allowed into the crating area of the building, with the understanding that the dog will be removed from the building if it makes noise that could be disturbing to other dogs.
- Dogs must be healthy. Any dog with a disability must be accompanied by a letter from a Veterinarian that certifies that this dog is able to compete.
- Bitches in season may not compete.
- No dogs will be allowed in the audience area except when entering or leaving the ring.
- Dogs must be on-leash or crated when not competing or in a designated practice area.
- No prong collars are allowed on the show grounds. Training halters may not be used during the performance of the routine.
- Judges may deduct for excessive barking.
- Fouling in the ring or leaving the ring during a performance of the routine results in automatic disqualification.
- Any dog attempting to bite any person or another dog will result in automatic disqualification.
 - Other aggressive or vicious behavior on the show grounds should be reported to the show committee.
 - This behavior will be investigated by the show committee and dealt with. The team may be excused from the competition.

Competitors

- Competitors are responsible for being familiar with and following the rules.
- No physical or verbal abuse of the dogs will be allowed.
- Except training divisions, no food or anything interpreted as a training aid may be used in the ring at an official competition.
- Dogs may wear a decorative coordinated collar and ankle bands if the handler wishes.
- Competitors MUST clean up after their own dogs on the show grounds.
- At the Juniors level a competitor is allowed only one routine with the same dog.
- Competitors may enter one or more routines with the same or different dogs at any level except for Masters and Juniors.

Events

- Timing of the routine begins with the first movement of dog or handler when the music is playing.
- The routine must fit within the allowable time for the division +/- 10 seconds. This is to allow for variations in audio equipment.
- The next team may warm up in the ring during the judging of the previous competitor.

Freestyle Divisions

- Competitors may compete at any division level. The exception to this is Juniors (see classification for clarification).
- After competing at any level, competitors may not move down a level.
- Special dispensation may be obtained from the Rules Committee in extreme circumstances.
- Competitions refer to sanctioned Paws 2 Dance competitions. A 'Fun match' is not considered to be a titling competition.
- Competitors must move up to a higher level division once they have achieved the lower level title, or compete in a Non-Titling Class. Exceptions to this are Veterans, Advanced and Advanced X (see classification for clarification).
- An individual is defined as one handler with one dog.
- A pair is defined as two handlers with one dog each.
- A team is defined as three or more handlers with the same number of dogs.

Open (Non Titling)

Music time- appropriate to level currently competing in

Dogs may be on or off leash. Competitors in this division must have competed and attained a Title (at any level), but may feel that they, or their dog, are not yet ready to compete at the next higher level. This is a judged, non-titling division. Routines must be complete and competition-ready; this is not a Training class. This class is not eligible for any special Awards; i.e. High Artistic, Versatility, etc.

Note: Competitors in this class would not be judged against one another but rather on the skills they demonstrate, using the comprehensive Freestyle score sheet

Juniors (Individual, Pairs, Teams)

Music time 1:30 - 2:30 minutes

Dogs may be on or off leash or any combination thereof. Juniors may compete in this division until their 16th birthday. Competitors in this division may not have competed at the intermediate or advanced levels. Juniors, however, may compete with dogs that have competed at higher levels. When a competitor has achieved two scores of 5.0 out of 10.0 or more, at two different competitions he or she will have achieved their title for this level. After achieving a title for this level, Juniors may elect to move up to a higher level division or may continue to compete in this division until their 16th birthday.

Novice A (Individual, Pairs, Teams)

Music time 1:30 - 2:30 minutes

Dogs may be on or off leash or any combination thereof. Competitors in this division may not have competed at the intermediate or advanced levels. Juniors, however, may compete with dogs that have competed at higher levels. When a competitor has achieved two scores of 5.0 out of 10.0 or more, at two different competitions he or she must move up to a higher level division and will have achieved their title for this level.

Novice B (Individual, Pairs, Teams)

Music time 1:30 - 2:30 minutes

Dogs may be on or off leash or any combination thereof. This division is for competitors who have titled at the Novice level who want to compete with a new dog i.e. dogs that have not competed at the Novice X or higher levels. When a competitor has achieved two scores of 5.0 out of 10.0 or more, at two different competitions, he or she must move up to a higher level division and will have achieved their title for this level.

Veterans (Individual, Pairs, Teams)

Music Time 1:30 - 2:30 minutes

This is for dogs 7 years of age or older who have achieved a Novice A or Novice B title and are healthy. When a competitor has achieved two scores of 5.0 out of 10.0 or more, at two different competitions he or she will have achieved their title for this level. Once a dog is entered in Veterans, it must remain in that division and after obtaining the Veterans title may continue to compete in Veterans.

Novice X, (Individual, Pairs, Teams)

Music time 1:30 - 3:30 minutes

Dogs must be off leash. Competitors in this division may not have competed at the intermediate or advanced levels. Juniors, however, may compete with dogs that have competed at higher levels. When a competitor has achieved two scores of 6.0 out of 10.0 or more, at two different competitions he or she must move up to a higher level division and will have achieved their title for this level.

Intermediate (Individual, Pairs, Teams)

Music time 1:30 - 3:30 minutes

Dogs must be off leash for the entire routine. When a competitor has achieved two scores of 7.0 out of 10.0 or more, at two different competitions he or she must move up to a higher level division and will have achieved their title for this level.

Advanced (Individual, Pairs, Teams)

Music time 1:30 - 3:30 minutes

Dogs must be off leash for the entire routine. When a competitor has achieved two scores of 8.0 out of 10.0, or more, at two different competitions he or she will have achieved their title for this level. Competitors may compete at this level indefinitely.

Advanced X (Individual)

Music time 1:30 - 3:30 minutes

Dogs must be off leash for the entire routine. To attain this title, the handler and dog must achieve 8.5 out of 10.0, on four separate occasions with a minimum of two different routines. Competitors may compete at this level indefinitely.

Champion Freestyle Dog (Individual)

Music time 1:30 - 3:30 minutes

This division is for exhibitors who have attained their Advanced X. Exhibitors in this category are not eligible to receive the high overall MF score award.

Masters (Individual)

Music time 1:30 - 3:30 minutes

This level is suggested for professional trainers, although anyone may choose to compete at this level. Dogs must be off leash for the entire routine. The competitor must enter two routines with the same dog and the total score will be the average of both routines. When a competitor has achieved three scores of 8.0 out of 10.0, or more, at three different competitions he or she will have achieved their title for this level.

Dressage Divisions

Consultant: Ray Underwood

General Comments

Heel Position

- Either on the left side or on the right side.
- Dog must not move more than 45° from parallel to handler.

Transitions

- A transition is any move that:
 - changes the position of the dog. ie. from left side to right side, from a crawl to a heel
 - changes direction of movement. ie. north to south
- For the transition, dog may move out of heel position.
- Any move may be incorporated (weave, spin, circle, roll) but the move must be used as a transition, not a trick. Therefore, a single spin or single weave, not multiple.

Steps

- All steps would be considered “normal” handler walking steps. If sideways, approximately shoulder width apart.

Costumes

- although the focus is on the dog, a costume that works with the music is fine - as long as it doesn't over-shadow the dog or the movements.

Handler Movement

- some musical interpretation is allowed, as long as it does not over-shadow the dog

NOVICE (Individual)

Music time 1:30 - 3:30 minutes

-Must be on Leash

Novice 1

- **Heel position:** Dog is generally (90% of the time) in a heel position and is under handler control while in the ring. Having dog facing you is not a heel position.

Novice 2

- **Back heeling:** Dog remains in heel position while handler takes a minimum of four steps backwards in a straight line. To count, dog must be in heel position (no more than 45° from parallel) for four consecutive steps.

Novice 3

- **Back heeling:** Dog remains in heel position while handler takes a minimum of four steps backwards in a straight line. To count, dog must be in heel position (no more than 45° from parallel) for four consecutive steps.
- **Inward side pass:** Dog remains in heel position while handler takes a minimum of four side steps in a straight line toward the dog. Dog must be in heel position for four consecutive steps.
- **Outward side pass:** Dog remains in heel position while handler takes a minimum of four side steps in a straight line away from the dog. Dog must be in heel position for four consecutive steps.

Note: Competitors may choose to begin at any Novice level, but successful completion of Novice 3 is the prerequisite for entering the Intermediate level.

INTERMEDIATE (Individual)

Music time 2:00 - 3:30 minutes

-Must be Off-Leash

Intermediate 1

- **8 steps right-side heeling:** Dog remains in a right side heel position for 8 consecutive steps. Movement may be forward, backwards, in a straight line, or on a curve.
- **360° Pivot Right:** From a left-side heel, handler pivots to the right on the spot (no forward movement) a minimum of 360° with dog maintaining heel position.
- **360° Pivot Left:** From a left-side heel, handler pivots to the left on the spot (no forward movement) a minimum of 360° with dog maintaining heel position.

Intermediate 2

- **360° Pivots in each direction:** See above
- **Right Side Back:** Dog remains in heel position on the right side while handler takes a minimum of four steps backward in a straight line. Dog must be in right heel position for four consecutive steps.
- **Forward Figure 8:** Dog remains in heel position on the left or right side while handler completes a figure 8 moving forward.

Intermediate 3

- **Right Side Back Heel Circle:** Dog remains in heel position on the right while handler walks backwards in a circle (approximately 6' in diameter) Dog on the inside.
- **Right Side Inward Pass:** Dog remains in a right-side heel position while handler takes a minimum of four side steps in a straight line toward the dog. Dog must be in heel position for four consecutive steps.
- **Right Side Outward Pass:** Dog remains in a right-side heel position while handler takes a minimum of four side steps in a straight line away from the dog. Dog must be in heel position for four consecutive steps.

ADVANCED (Individual)

Music time 2:30 - 3:30 minutes

-Must be Off-Leash

Advanced 1

- **High Step Normal Pace:** Dog heels with high step for eight consecutive steps.
- **Right side 360° Pivots:** From a right-side heel, handler pivots to the right on the spot and to the left on the spot (no forward movement) a minimum of 360° in each direction with dog maintaining heel position .
- **Roll-Overs into Heel:** While performing a side-pass in either direction, dog rolls into position a minimum of three consecutive times. Dog remains in a constant distance to the handler's leg.

Advanced 2

- **High Step Slow Pace:** Dog heels with high step at slow pace for four consecutive steps.
- **Reverse - position Heeling:** Dog heels on the right or left, facing opposite direction from handler for eight consecutive steps in a straight line. Dog must move backward; handler, forward.
- **Modified heeling:** Dog either crawls, walks on hind legs, or performs flying changes (skips) for eight consecutive steps in heel position.

Advanced 3

- **Dog Finds Heel Position Pattern:** Handler leaves the dog a minimum of four steps and the dog moves into heel position, handler and dog then move together in a different direction for four steps. This pattern is repeated three times. *Example: Dog stays while handler takes four steps backward; dog takes four steps backward to join handler; both dog and handler do an outward side pass for four steps; this pattern is repeated two more times.*
- **Backwards Figure 8:** Dog remains in heel position (either side) while handler completes a figure 8 moving backwards. (Each circle approximately 6' in diameter)
- **High step - Backwards:** any pace, in a backward direction for eight consecutive steps.

PAIRS and TEAMS

-Pairs is defined as 2 Handlers with one dog each

-Team is defined as 3 or more Handlers with one dog each

Divisions have been created for:

- Novice 1 Pairs, Novice 1 Team
- Novice 2 Pairs, Novice 2 Team
- Novice 3 Pairs, Novice 3 Team
- Intermediate 1 Pairs, Intermediate 1 Team
- Intermediate 2 Pairs, Intermediate 2 Team
- Intermediate 3 Pairs, Intermediate 3 Team

Time

- Pairs & Team Routines at all levels will be between 2:30 and 3:30 minutes.

Heeling

- Each dog must demonstrate adequate heeling ability as would be shown in an individual routine. As with the individual routines, dogs must spend the majority of the time in heel position (left or right, in crawl, on hind legs, reverse heel position). The exception would be time spent in transitions (e.g. Single weave to change side) or a control move (e.g.. Dog stands still while handler walks around dog).

Required Elements

- The required elements will remain the same as for the individual dressage divisions.
- Starting with the Novice 2 divisions, Pairs and Teams will perform:
 1. **Routine** - which will clearly show the required elements choreographed into the routine
 2. **Compulsories** - the required elements separate from the routine (will be asked for only if the elements are not clearly executed during the routine)

Routines

- While executing required elements, handlers must be in close enough proximity for judges to see the entire team at once.
- In the routine, the required elements can be either synchronized or executed consecutively. For example, if a team has six members, two could do the back heel, followed immediately by two more, then the final two.
- Since it may be difficult for judges to evaluate the completion of the elements during the routine, teams may be asked to perform the required elements again, as a group, without music, after the routine has been completed. Even if the element is missed within the routine, as long as it is choreographed into the routine and completed during the compulsories, the team will receive credit for the elements. If the team has already passed the elements, then they can improve their element score in the compulsories. The compulsories will not be used to fail a team if they have already passed the elements in the routine.

Compulsories

- In compulsories, the number of steps for a required element will be measured in natural, adult-sized steps. IE, 4 steps would be approximately 8 feet.
- A judge will count the team in. The judge will count: "5, 6, 7, 8." The handlers will take their first step on the next beat which would be "1."
- Elements must be synchronized for the compulsories, but the whole team may not be asked to perform at once. For large teams, the judge may wish to see 2 or 3 handlers and their dogs at a time."

Choreography Skills

- No specific requirements, but team members are expected to move with the music and to demonstrate dressage-type skills (other than the required elements) which include varieties of the following:
 - Pace (slow, normal, fast)
 - Position (left side, right side, reverse heeling)
 - Direction (heeling back, sideways, half-passes, pivots)
 - Leg work (high paws, skipping)
 - Other (crawl, 2-leg work, roll-overs in heel position, leaving dogs in a held position and returning to them, leaving dogs and having dogs find heel position)
 - Transitions (single forward weave, single back weave, dog moves forward then backs through to change sides, handler jumps over roll-over, etc.)

Novice: minimum 3 variations (e.g. slow, fast, right-side)

Intermediate: minimum 4 variations

Advanced: minimum 5 variations

Choreography Formations and Patterns

- At each successive level, judges will be looking for more complexity, variety, and sophistication of formations and patterns.
 - **Formations:** The position of the individuals within the group: single line, parallel lines, circle, double circles, V-formations, arcs, etc.
 - **Patterns:** How the team moves - synchronized, consecutive, pinwheel, mirror, weaving, opposite, serpentine, zig-zags, etc.
- Teams are encouraged to be creative but to not spread themselves so far apart that the essence of “*team*” is lost.

Eligibility

- Once a team member has earned a Novice 3 Team title, she or he is ineligible to compete with a Novice Team with that same dog and must compete at the Intermediate level.

Judges and Judging

Judge Qualifications

- Judges will be chosen with backgrounds in dance, obedience, and musical freestyle.

Judge Training

- Judges will attend at least one judges' clinic and/or shadow judge before undertaking judging responsibilities.

Judging Panels: Musical Freestyle

- Judging panels for official competitions will be comprised of a minimum of two judges as follows:
 - **Artistic Impression Judge:** an individual with dance performance background
 - **Technical Merit Judge:** an individual with Obedience training experience
 - **Overall Presentation Judge:** (*whenever possible*) an individual with Musical Freestyle experience, to assess both the artistic and technical aspects of the performances
- In the event that only a single judge is available, the judge would assess both the artistic impression and technical merit of the routine and score each aspect out of 10. This judge must be acceptable to both the Paws 2 Dance Executive and to the Show Committee for the event.
- There should be a freestyler on the judging panel if at all possible, and at least one experienced judge.

Judging Panels: Dressage

- The dressage routines will be judged by a minimum of one judge who has experience in Dressage, Obedience, and/or Musical Freestyle.
- Whenever possible, two judges will judge each routine. The criteria for each judge would be the same.

Judges Competing

- In the event that a Judge wishes to compete in a discipline that they will also be judging, they must do so before the other competitors. No scores will be announced and they will not be eligible for any place or special awards.
- If possible someone would step in to judge so that the individual has feedback.

Conflicts

- The Show Committee will use its best efforts to select judges who have no relationship to any exhibitor as a member of an exhibitor's immediate family or as a regular trainer of an exhibitor. However, because of financial constraints and the limited number of qualified judges available, the Show Committee reserves the right to select the judges it sees appropriate, notwithstanding that such a relationship may exist between a judge and an exhibitor.

Scoring: Musical Freestyle

- Each of the judges will score the routine out of 10. The total score for the routine will be the average of the scores of all judges.

Scoring: Dressage

- Each of the judges will score the routine out of 100. The total score for the routine will be the average of the scores of all judges.

Judging and Scoring Procedures

- Judges will have one minute to mark their score sheets following the completion of each routine. They will have an additional minute to record scores on the judges' worksheet.
- The judges may not discuss a routine to the discredit of a handler with persons other than the handler without the handler's permission.
- Total scores for each entry will be announced at the end of the competition.

Disqualifications

- An entry may be disqualified for any of the following:
 - the dog leaving the ring
 - the dog fouling the ring
 - the dog attempting to bite a person or another dog in the ring
 - use of food or training aids in the ring
 - use of a prong collar
- The judges will confer if any judge believes a disqualification has occurred and the panel will make a decision on the disqualification.

Ties

- For the purpose of determining a placement within a division or eligibility for a prize, when the total score of two entries is the same, the tie will be broken in favor of the entry with the highest score for Overall Presentation. If the entries remain tied on that score, the tie will be broken in favor of the entry with the highest score for Artistic Impression. If the entries remain tied on that score, the tie will be broken by decision of the judging panel.

Instructions for Scorekeepers

Musical Freestyle

- Record Judges' scores on the summary sheet
 - use a 2 decimal-place system. **In the event that 2 digits are not indicated, they will be assumed to be Zeros.** (i.e. a 6 would actually be a 6.00, etc.)
- Work out the combined score
 - if two judges, add the 2 scores, divide by 2, rounding to two decimal places
 - if three judges, add the 3 scores, divide by 3, rounding to two decimal places
- Record the combined score on the score summary sheet
- Record scores on each competitor's Artistic sheet
- **Passing scores**
 - Novice A, Novice B, Veterans: **5.00**
 - Novice X: **6.00**
 - Intermediate: **7.00**
 - Advanced: **8.00**
 - Advanced X: **8.50**
- At the end of each division, determine place (1st, 2nd, 3rd, etc.) and record
- If competitor does not attain a passing score, draw a line (---) through place box
- In case of a tie, higher artistic score places higher
- Staple: Artistic (on top), Technical, and Overall plus any scribed notes
- At the end of all Freestyle routines, determine the following special awards:
 - **High Technical, High Artistic, and High Combined**

Dressage

- Double check addition (inform judges – at the end of all routines – if you spot an error)
- Record scores on summary sheet and work out combined score, rounding to two decimal places.
- **Passing scores**
 - Novice Levels 1, 2, and 3: **50.00**
 - Intermediate Levels 1, 2, and 3: **65.00**
 - Advanced Levels 1, 2, and 3: **80.00**
- At the end of each division, determine place (1st, 2nd, 3rd, etc.) and record
- If competitor does not attain a passing score, draw a line (---) through space
- Staple: score sheets plus any scribed notes
- At the end of all Dressage routines, determine **High Score, Canine Dressage**

High Versatility

- Determine the competitor with the highest qualifying Musical Freestyle and Canine Dressage combined scores. Convert Dressage score to /10. (Use Versatility Candidates sheet for help)

At Close of Competition

- Have Show Secretary check score summaries.
- Give Presenter a copy of the summary sheets as soon as possible
- Place the copies of summary sheets into the score-keeper's folder and leave on the table.
- Leave Competitors' score sheets on the table, sorted by Competitor, if time allows

About the Score Sheets...

By Lydia Francescutti

If ever you have questions about criteria, feel free to ask me (Lydia) at freya9@telus.net.

The score sheets have been designed to provide a guide to both competitors and judges. They have been written in “performance standards” which indicate what a minimal pass should look like at each level. They will never be perfect, and we will likely continue to tweak them as we receive input from both judges and competitors.

MUSICAL FREESTYLE

- First of all, everyone is judged with the same score sheet in MF. So, if someone competes at the novice level but executes the best routine of the day, that routine will earn the highest scores of the day.
- Before we put together these performance standards, members frequently asked what was expected at each level. We typically replied that at each successive level, the routine had to have more difficulty, be executed better, and be more artistic. That just wasn't enough information! That's largely why we decided to be more specific.
- At the same time, we didn't want to say that at each level you had to have specific moves. After all, this is freestyle! So, even within these guidelines, there is room for flexibility. The columns give many examples of easy, moderate, and difficult moves, but these are not all the moves out there. Freestylers create new moves and arrange moves into new and interesting sequences all the time. If a move pops up that the judges have never seen before, they will just give it the credit they feel it deserves.
- One question I've heard: If my dog doesn't do the required number of moves for that level, will it automatically fail? The answer is “No.” Let's say you were in Novice X and prepared 6 different moves, many from the second column and during the competition, your dog missed two of the moves. Definitely, for “variety of dog movement” you will score below the standard. But, that is just one of the criteria. Your dog may have executed all the other moves very well and have shown good workability so your technical mark may still be a pass. However, let's say that technically, you fell just short of a pass. You may make up the marks on the artistic side. In Paws 2 Dance events, the technical and artistic marks are combined for a final score. By the way, just to be safe, it would be a good practice to put more than the minimal number of moves into a routine.

MF: Technical Merit

- This is a good place to start when putting together a routine. Check out the minimal requirements for your level – difficulty of dog movement and variety of dog movement. Build in a safety net (a few extra moves). Check out the columns for ideas you may not have thought of. Work on the quality of the dog movement. A routine with twenty different moves won't necessarily pass if the dog is pushed and pulled through each move. Think of creative ways of using a prop, modifying a standard move, or making transitions between moves for creativity and innovation.

MF: Artistic Impression

- **Choreography:** Whether you are dancing or telling a story or doing a combination, at each successive level the choreography is expected to be more sophisticated. Judges will look at the flow of the routine, the hitting of musical high-lights, the floor coverage.
- **Interpretation of Music:** This is all about mood and style. Is movement attuned to the mood and style of the music? Is the audience drawn into the performance?
- **Handler Movement:** The more refined the handler movement, the higher the score. That means attention to detail – hand movement, foot placement, facial expression, body extension. Imagine the routine without the dog. For high artistic marks, the routine would still be appealing and entertaining.
- **Team-work:** Judges will be looking for a connection between dog and handler. The two could be far apart on the floor, but still connected emotionally.
- **Presentation:** The components of presentation are costume, energy, polish, and audience appeal. Having a great costume adds to the presentation but won't guarantee high presentation marks if energy and polish are missing.

DRESSAGE

- The performance standards for Heeling, Choreography, Dog Attitude and Workability, Handler Style, and Elements for each level (Novice, Intermediate, Advanced) are given on each score sheet. However, score sheets for "Novice" differ from score sheets for "Intermediate" or "Advanced" in that maximum marks are shown. After much deliberation, it was felt that the maximum scores needed to be used to indicate that having a dog off leash was a bigger challenge than having the dog on leash. So, at the novice level, for all sections except choreography, the highest possible mark is one decimal point lower than a pass for Intermediate. If you look at the criteria at the 16.5 (intermediate pass) level, you'll notice "Off Leash" for everything except choreography.
- There is nothing stopping a Novice competitor from adding Intermediate or Advanced elements to the routine.

Dressage: Elements

- At each level, the competitor is expected to execute specific elements. If the elements are not completed, the routine is automatically a fail. The only exception is the pair or team division.
- A description of the elements for Dressage is in the Divisions section of this document. Look the criteria over carefully before starting each successive level. Precise definitions are given of each move.
- With Dressage, think "*Dog First.*" The handler should be there to show off the dog. A costume suitable to the music is good, but should not overshadow the dog.

Scoresheets

Musical Freestyle: Artistic



PAWS 2 DANCE

EVENT _____

LOCATION _____

Exhibitor #

ARTISTIC IMPRESSION JUDGE: _____

Choreography: flow, placement of moves, transitions

Interpretation of Music: Physical and emotional

Handler movement

Team-work

Presentation

DIVISION _____

Does not Qualify <5	Novice A, B, C, Vets 5	Novice X 6	Intermediate 7	Advanced 8
Minimal attention to flow, placement, or transitions.	Moves may lack flow. May lack highlights 50% of floor covered	Moves generally flow Hits musical hi-lights 60% of floor covered	Moves flow throughout. Highlights effective 70% of floor covered	Excellent flow Dynamic highlights 80% of floor covered
Minimal attempts at interpretation	Hints at mood/style Interpretation	Clearly attuned to mood/style interp.	Reflects mood/style Engaging interpretation.	Enhances mood/style Surprises and delights
Minimal attempt to stay on beat. Much obvious prompting with hands/body. Handler awkward – Distracts from routine	Handler may lose beat occasionally Hand signals may be obvious Handler may be stiff, bent forward at waist	Handler generally in time with music. Some masking of hand signals. Handler moves with ease with variety of moves.	Handler always in time with music. Signals generally masked and musically interpretive. Handler movement varied, engaging	Always with music Uses shading, ½ beats Hand signals all musically interpretive Each step/move is meaningful, precise
Minimal sense of partnership	May lose partnership but regain	Generally strong sense of partnership	Always move as partners or emotionally in touch.	Partnership electrifying, even at a distance
Unsuitable costume. Minimal energy, polish, or audience appeal.	Suitable costume May lack energy, polish or audience appeal.	Thoughtful costume Has considerable energy, polish, audience appeal	Engaging costume Generally polished Energetic, appealing	Striking, innovative costume. Absolutely polished, highly energetic, hugely appealing.

Deductions: Corrections in the ring. (up to .3)

Artistic Score

Artistic Score	Technical Score	Combined Score	Place
<div style="border: 1px solid black; width: 60px; height: 30px;"></div>	<div style="border: 1px solid black; width: 60px; height: 30px;"></div>	<div style="border: 1px solid black; width: 60px; height: 30px;"></div>	<div style="border: 1px solid black; width: 60px; height: 30px;"></div>

Musical Freestyle: Technical



PAWS 2 DANCE EVENT _____

Exhibitor #

TECHNICAL MERIT JUDGE: _____

DIVISION: _____

Dog workability • Difficulty of dog movement • Quality of dog movement • Variety of dog movement • Innovation/creativity

Does not Qualify <5	Novice A, B, C, Vets 5	Novice X 6	Intermediate 7	Advanced 8
Dog does not want to be in the ring	Dog may require some prompting to maintain attention	Dog generally attentive. Displays some liveliness. Enjoys work	Dog attentive, lively, clearly enjoys work	Dog sparkles with attention, animation, enjoyment
Attempts few or no moves	Uses column 1 moves	Uses some column 2 moves	Uses column 2 and 3 moves	Uses column 3 moves
Completes few or no moves	Dog may be slow to complete moves or balks	Dog completes most moves accurately	Dog movements executed correctly, well	Dog movement executed with flair, amplitude
Fewer than 3 moves	At least 3 different moves	At least 6 different moves	Many moves. Minimum 4 column 2 or 3	Minimum repetition At least 5 moves from column 3
Minimal innovation/creativity	May lack either creativity or innovation	Some innovation and creativity	Clearly innovative, creative combinations and transitions	Highly innovative and creative in all aspects.

- Column 1**
- Forward weaves
 - Turns/spins
 - Backing away from handler (handler moves toward dog)
 - Circling handler
 - Backward heeling
 - Moving forward toward handler
 - Basic pose (sit, down, stand)
 - Dog left in stay position

- Column 2**
- Forward weave variations
 - Turns/spins in pass
 - Front pass
 - Side pass
 - Backward weaves
 - Back-throughs
 - Jumps
 - Roll-overs
 - Paws up from sit
 - Heeling between legs
 - Dog appears to spin or roll the handler
 - Crawl forward
 - Hind-leg with support
 - Circling object

- Column 3**
- Difficult poses
 - Crawl: backward, weave, pivot
 - Back circle (dog around handler)
 - Circle forward in both directions
 - Hind-leg work
 - forward, back, sideways
 - turns, circling handler
 - normal or slow high-paw work
 - roll-over variations
 - distance moves (not just stay)
 - sequence of three different moves
 - side to side jumps (min. 4)
 - Back through, starting 30' away
 - Back into handler for long distance
 - Circling object backwards

Deductions: barking (up to .3)

Technical Score

Dressage: Novice



PAWS 2 DANCE CANINE DRESSAGE

EVENT: _____

JUDGE: _____

NOVICE 1 2 3 (50)

EXHIBITOR #



<p>Heeling < 12.5</p> <p>Frequent lagging, surging or moving out of heel position. Frequent visible corrections.</p> <p>Constant tight leash.</p>	<p>12.5</p> <p>Some lagging, surging or moving out of heel position. Some visible hand or leash prompting or correcting. Occasional tight leash.</p>	<p>16.5</p> <p>Minimal lagging or surging but returns to heel position quickly. May be slightly out of position for crawl or 2 legs. Generally smooth changes. Off leash.</p>	<p>20</p> <p>Dog always in heel position. No visible prompting. Smooth direction, speed, and movement changes. Off Leash</p>	<p>25</p> <p>Dog one with handler. No visible prompting. Seamless, quick transitions. Perfect position at all levels and variations. Off Leash</p>	25	max. 16.4
<p>Choreography <12.5</p> <p>Lacks sense of flow from one element or movement to the next. Repetitive. Seldom with music beat. Frequent gaps in choreography. Floor < 75% covered.</p>	<p>12.5</p> <p>Movements and elements generally flow but may be a little awkward. May be repetitive. Sometimes not with music beat. Occasional gaps in choreography. Floor 75% covered.</p>	<p>16.5</p> <p>Engaging. Minimal repetition of moves. Sensitive to music changes. Uses variety of dog positions and speeds. Attention to transitions. Rarely loses music beat. Floor 90% covered.</p>	<p>20</p> <p>Appealing, creative combination of elements, pattern, and music. High degree of difficulty in elements and transitions. Uses music to showcase dog's skills. Floor fully covered.</p>	<p>25</p> <p>Highly inventive and entertaining combination of elements. Extreme difficulty of elements /transitions. Uses music to enhance dog's skills. Floor fully covered.</p>	25	
<p>Dog Attitude & <5</p> <p>Needs constant prompting for attention. Lethargic or aggressive. Is pushed or pulled through elements. Barking or nipping</p>	<p>Workability 5</p> <p>Occasional slips of attention but returns. Generally enthusiastic. May balk occasionally. May require minimal coaxing through elements.</p>	<p>6.5</p> <p>Attention rarely slips. Enthusiastic most of the time. Executes moves competently with minimal hand or voice cues. Off leash</p>	<p>8</p> <p>Attentive, enthusiastic. Entire routine. Executes moves with flair and precision. No obvious prompting. Minimal voice cues. Off leash</p>	<p>10</p> <p>Dog sparkles with attention and enthusiasm. Executes moves with precision, flair, and amplitude. Off leash</p>	10	max. 6.4
<p>Handler Style < 5</p> <p>Unbalanced, awkward. Frequent bending over dog and adjusting for dog placement. Seldom in time with the music.</p>	<p>5</p> <p>Visibly focused on dog most of the time. Natural balance and body movement occasionally lost due to dog error. Sometimes off beat, but returns.</p>	<p>6.5</p> <p>Balanced, but head may be angled toward dog. Generally natural stride and arm swing. Occasionally loses beat but returns quickly. No leash</p>	<p>8</p> <p>Balanced, upright posture. Natural stride, arm swing, head position. Moves in time with music throughout routine. No leash</p>	<p>10</p> <p>Handler movement showcases dog. Handler appears nearly invisible. Moves fluidly to music. No leash</p>	10	max. 6.4
<p>Elements < 5</p> <p>Elements not fully executed. Dog may be strongly guided or dragged through element.</p>	<p>5</p> <p>Element is completed. Some gentle guiding through movement. May not be completed in time to music.</p>	<p>6.5</p> <p>Element is completed in time with music. May have minimal visible prompting and additional voice cues. Off leash</p>	<p>8</p> <p>Executed with flair and precision. Minimal voice cues. Minimal additional cues. In time to music. Off leash</p>	<p>10</p> <p>Executed with flair and precision. No added cues or visible prompting. In time to music. Off leash</p>	30	max. 19.2
<p>Novice 1 Heeling /6.4 x 3</p> <p>Novice 2 Back Heeling /6.4 x 3</p> <p>Novice 3 Back Heeling /6.4 Inward Side Pass /6.4 Outward side Pass /6.4</p>					Total	

Dressage: Intermediate



PAWS 2 DANCE CANINE DRESSAGE

EVENT: _____

JUDGE: _____

INTERMEDIATE 1 2 3 (65)



EXHIBITOR #

Heeling < 12.5 Frequent lagging, surging or moving out of heel position. Frequent visible corrections. Constant tight leash.	12.5 Some lagging, surging or moving out of heel position. Some visible hand or leash prompting or correcting. Occasional tight leash.	16.5 Minimal lagging or surging but returns to heel position quickly. May be slightly out of position for crawl or 2 legs. Generally smooth changes. Off leash.	20 Dog always in heel position. No visible prompting. Smooth direction, speed, and movement changes. Off Leash	25 Dog one with handler. No visible prompting. Seamless, quick transitions. Perfect position at all levels and variations. Off Leash	25	
Choreography <12.5 Lacks sense of flow from one element or movement to the next. Repetitive. Seldom with music beat. Frequent gaps in choreography. Floor < 75% covered.	12.5 Movements and elements generally flow but may be a little awkward. May be repetitive. Sometimes not with music beat. Occasional gaps in choreography. Floor 75% covered.	16.5 Engaging. Minimal repetition of moves. Sensitive to music changes. Uses variety of dog positions and speeds. Attention to transitions. Rarely loses music beat. Floor 90% covered.	20 Appealing, creative combination of elements, pattern, and music. High degree of difficulty in elements and transitions. Uses music to showcase dog's skills. Floor fully covered.	25 Highly inventive and entertaining combination of elements. Extreme difficulty of elements /transitions. Uses music to enhance dog's skills. Floor fully covered.	25	
Dog Attitude & <5 Needs constant prompting for attention. Lethargic or aggressive. Is pushed or pulled through elements. Barking or nipping	Workability 5 Occasional slips of attention but returns. Generally enthusiastic. May balk occasionally. May require minimal coaxing through elements.	6.5 Attention rarely slips. Enthusiastic most of the time. Executes moves competently with minimal hand or voice cues. Off leash	8 Attentive, enthusiastic Entire routine. Executes moves with flair and precision. No obvious prompting. Minimal voice cues. Off leash	10 Dog sparkles with attention and enthusiasm. Executes moves with precision, flair, and amplitude. Off leash	10	
Handler Style < 5 Unbalanced, awkward. Frequent bending over dog and adjusting for dog placement. Seldom in time with the music.	5 Visibly focused on dog most of the time. Natural balance and body movement occasionally lost due to dog error. Sometimes off beat, but returns.	6.5 Balanced, but head may be angled toward dog. Generally natural stride and arm swing. Occasionally loses beat but returns quickly. No leash	8 Balanced, upright posture. Natural stride, arm swing, head position. Moves in time with music throughout routine. No leash	10 Handler movement showcases dog. Handler appears nearly invisible. Moves fluidly to music. No leash	10	
Elements < 5 Elements not fully executed. Dog may be strongly guided or dragged through element.	5 Element is completed. Some gentle guiding through movement. May not be completed in time to music.	6.5 Element is completed in time with music. May have minimal visible prompting and additional voice cues. Off leash	8 Executed with flair and precision. Minimal voice cues. Minimal additional cues. In time to music. Off leash	10 Executed with flair and precision. No added cues or visible prompting. In time to music. Off leash	30	

Intermediate 1	Right Side Heel (8) /10	360° Pivot Right /10	360° Pivot Left /10	Total
Intermediate 2	360° both directions /10	Right Side Back (4) /10	Forward Fig. 8 /10	
Intermediate 3	Right Side /10 Back Heel Circle	Right Side /10 Inward Side Pass	Right Side /10 Outward Side Pass	

Dressage: Advanced



PAWS 2 DANCE CANINE DRESSAGE

EVENT: _____

JUDGE: _____

ADVANCED 1 2 3 (80)

EXHIBITOR #

<p>Heeling < 12.5 Frequent lagging, surging or moving out of heel position. Frequent visible corrections. Constant tight leash.</p>	<p>12.5 Some lagging, surging or moving out of heel position. Some visible hand or leash prompting or correcting. Occasional tight leash.</p>	<p>16.5 Minimal lagging or surging but returns to heel position quickly. May be slightly out of position for crawl or 2 legs. Generally smooth changes. Off leash.</p>	<p>20 Dog always in heel position. No visible prompting. Smooth direction, speed, and movement changes. Off Leash</p>	<p>25 Dog one with handler. No visible prompting. Seamless, quick transitions. Perfect position at all levels and variations. Off Leash</p>	25	
<p>Choreography <12.5 Lacks sense of flow from one element or movement to the next. Repetitive. Seldom with music beat. Frequent gaps in choreography. Floor < 75% covered.</p>	<p>12.5 Movements and elements generally flow but may be a little awkward. May be repetitive. Sometimes not with music beat. Occasional gaps in choreography. Floor 75% covered.</p>	<p>16.5 Engaging. Minimal repetition of moves. Sensitive to music changes. Uses variety of dog positions and speeds. Attention to transitions. Rarely loses music beat. Floor 90% covered.</p>	<p>20 Appealing, creative combination of elements, pattern, and music. High degree of difficulty in elements and transitions. Uses music to showcase dog's skills. Floor fully covered.</p>	<p>25 Highly inventive and entertaining combination of elements. Extreme difficulty of elements/transitions. Uses music to enhance dog's skills. Floor fully covered.</p>	25	
<p>Dog Attitude & <5 Needs constant prompting for attention. Lethargic or aggressive. Is pushed or pulled through elements. Barking or nipping</p>	<p>Workability 5 Occasional slips of attention but returns. Generally enthusiastic. May balk occasionally. May require minimal coaxing through elements.</p>	<p>6.5 Attention rarely slips. Enthusiastic most of the time. Executes moves competently with minimal hand or voice cues. Off leash</p>	<p>8 Attentive, enthusiastic Entire routine. Executes moves with flair and precision. No obvious prompting. Minimal voice cues. Off leash</p>	<p>10 Dog sparkles with attention and enthusiasm. Executes moves with precision, flair, and amplitude. Off leash</p>	10	
<p>Handler Style < 5 Unbalanced, awkward. Frequent bending over dog and adjusting for dog placement. Seldom in time with the music.</p>	<p>5 Visibly focused on dog most of the time. Natural balance and body movement occasionally lost due to dog error. Sometimes off beat, but returns.</p>	<p>6.5 Balanced, but head may be angled toward dog. Generally natural stride and arm swing. Occasionally loses beat but returns quickly. No leash</p>	<p>8 Balanced, upright posture. Natural stride, arm swing, head position. Moves in time with music throughout routine. No leash</p>	<p>10 Handler movement showcases dog. Handler appears nearly invisible. Moves fluidly to music. No leash</p>	10	
<p>Elements < 5 Elements not fully executed. Dog may be strongly guided or dragged through element.</p>	<p>5 Element is completed. Some gentle guiding through movement. May not be completed in time to music.</p>	<p>6.5 Element is completed in time with music. May have minimal visible prompting and additional voice cues. Off leash</p>	<p>8 Executed with flair and precision. Minimal voice cues. Minimal additional cues. In time to music. Off leash</p>	<p>10 Executed with flair and precision. No added cues or visible prompting. In time to music. Off leash</p>	30	

Advanced 1	High Step Normal Pace (8) /10	Right side 360° Pivot Both Directions /10	Roll-over Three times /10	Total
Advanced 2	High Step Slow (4) /10	Reverse heel (8 steps) /10	Modified Heel (8) /10	
Advanced 3	Find Heel Position /10	Backwards figure 8 /10	High step back (8) /10	

Dressage: Team



PAWS 2 DANCE CANINE DRESSAGE - TEAM

EVENT: _____ JUDGE: _____

NOVICE 1 2 3 QUALIFYING SCORE: 50



Exhibitor #



Heeling <7.5 <ul style="list-style-type: none"> Frequent lagging, surging or moving out of heel position. Frequent visible corrections Constant tight leash 	7.5 <ul style="list-style-type: none"> Some lagging, surging, or moving out of heel position. Some visible hand or leash prompting or correcting. Occasional tight leash 	9 <ul style="list-style-type: none"> Minimal lagging/surging but returns to heel quickly. Minor prompts. May be slightly out of position for crawl or 2-legs. Generally smooth transitions. • Off Leash 	12 <ul style="list-style-type: none"> Dog always in heel position when heeling No visible prompting. Smooth direction, speed, and movement changes. Off Leash 	15 <ul style="list-style-type: none"> Dog one with handler. No visible and only minor verbal prompting Seamless, quick transitions • Perfect position at all levels and variations. • Off Leash 	15 Max. 8.9
Choreography - Skills (left & right-side heeling, backward & sideways, pace variety, control moves, crawl, 2-leg work, high paws, etc.)					
<10 <ul style="list-style-type: none"> Lacks flow between moves and elements Highly repetitive Seldom with music Gaps in choreography Fewer than 3 variations 	10 <ul style="list-style-type: none"> Moves and elements generally flow but may be a little awkward. Some repetition Sometimes not w/music Occasional gaps Minimum 3 variations 	13 <ul style="list-style-type: none"> Good flow, engaging transitions Minimal repetition Sensitive to music changes and highlights rarely loses beat minimum 4 variations 	16 <ul style="list-style-type: none"> Appealing, creative combinations Uses music effectively to showcase dog skills High degree of difficulty in elements and transitions • min. 5 	20 <ul style="list-style-type: none"> Highly inventive and entertaining combinations Extreme difficulty of elements/transitions Uses music to enhance Dog's skills • min 6 	20
Choreography - Formations (circle, V, parallel lines, etc) Patterns (synchronized, consecutive, pinwheel, mirror, weaving, etc.)					
<7.5 <ul style="list-style-type: none"> Floor <75% covered Minimal variety of formations and patterns Poorly executed 	7.5 <ul style="list-style-type: none"> Floor 75% covered Some variety of formations and patterns Moves lack precision 	9 <ul style="list-style-type: none"> Floor 90% covered creative, varied formations & patterns generally precise 	12 <ul style="list-style-type: none"> Floor fully covered Inventive, engaging formations & patterns Good precision 	15 <ul style="list-style-type: none"> Floor fully covered Exciting, unexpected formations and patterns Sharp precision 	15
Dog Attitude and Workability					
<5 <ul style="list-style-type: none"> Needs constant prompting for attention Lethargic or aggressive Pushed or pulled through elements Barking or nipping 	5 <ul style="list-style-type: none"> Returns from slips of attention Generally enthusiastic May balk occasionally Requires minimal coaxing w/ elements 	6.5 <ul style="list-style-type: none"> Attention rarely slips Enthusiastic Executes moves competently w/ minimal hand or voice cues Off Leash 	8 <ul style="list-style-type: none"> Attentive, enthusiastic Executes moves with flair & precision no obvious prompting Minimal voice cues. Off Leash 	10 <ul style="list-style-type: none"> Dog sparkles with attention & enthusiasm Executes moves with precision, flair, amplitude w/o obvious cues. • Off Leash 	10 Max. 6.4
Handler Style					
<5 <ul style="list-style-type: none"> Unbalanced, awkward Frequent bending over dog and adjusting for dog placement Seldom in time with music 	5 <ul style="list-style-type: none"> Visibly focused on dog throughout Natural balance occasionally lost due to dog error Sometimes not in time with music 	6.5 <ul style="list-style-type: none"> Balanced, head may be angled toward dog Generally natural stride, arm swing May lose beat but return quickly. Off Leash 	8 <ul style="list-style-type: none"> Balanced, upright posture Natural stride, arm swing, head position Move in time with music throughout Off Leash 	10 <ul style="list-style-type: none"> Handler movement showcases dog Handlers appear nearly invisible Move fluidly to music Off Leash 	10 Max. 6.4
Required Elements (Total point from bottom box)					
<5 <ul style="list-style-type: none"> Element not fully executed Dog(s) strongly guided or dragged through element 	5 <ul style="list-style-type: none"> Element is completed Some gentle guiding through movement May not be completed in time to music. 	6.5 <ul style="list-style-type: none"> Element completed in time to music May have minimal prompting and additional voice cues. Off Leash 	8 <ul style="list-style-type: none"> Executed with flair and precision Minimal voice cues Minimal visible cues In Time to music Off Leash 	10 <ul style="list-style-type: none"> Executed with flair, precision, & amplitude No added cues or visible prompting In time to music Off Leash 	30 Max. 19.2
Novice 1	Heeling /6.4 x 3				Total
Novice 2	Back Heeling /6.4 x 3				
Novice 3	Back Heeling /6.4 Inward Side Pass /6.4 Outward Side Pass /6.4				

Freestyle Titles

Juniors

- attained after achieving two scores of 5.0 out of 10.0, or more at two different Paws 2 Dance competitions.

- **FDJ** (Freestyle Dog Juniors - individual)
- **FDJP** (Freestyle Dog Juniors - pairs)
- **FDJT** (Freestyle Dog Juniors - teams)

Novice A, and B

- attained after achieving two scores of 5.0 out of 10.0, or more at two different Paws 2 Dance competitions.

- **FDN** (Freestyle Dog Novice - individual)
- **FDNP** (Freestyle Dog Novice - pairs)
- **FDNT** (Freestyle Dog Novice - team)

Veterans

- attained after achieving two scores of 5.0 out of 10.0, or more at two different Paws 2 Dance competitions.

- **FDV** (Freestyle Dog Veterans – individual)
- **FDVP** (Freestyle Dog Veterans – pairs)
- **FDVT** (Freestyle Dog Veterans – team)

Novice X

- attained after achieving two scores of 6.0 out of 10.0, or more at two different Paws 2 Dance competitions.

- **FDNX** (Freestyle Dog Novice X - individual)
- **FDNXP** (Freestyle Dog Novice X - pairs)
- **FDNXT** (Freestyle Dog Novice X - team)

Intermediate

- attained after achieving two scores of 7.0 out of 10.0, or more, at two different Paws 2 Dance competitions.

- **FDI** (Freestyle Dog Intermediate - individual)
- **FDIP** (Freestyle Dog Intermediate - pairs)
- **FDIT** (Freestyle Dog Intermediate - team)

Advanced

- attained after achieving two scores of 8.0 out of 10.0, or more, at two different Paws 2 Dance competitions.

- **FDA** (Freestyle Dog Advanced - individual)
- **FDAP** (Freestyle Dog Advanced - pairs)
- **FDAT** (Freestyle Dog Advanced - team)

Advanced X

– attained after achieving four scores of 8.5 out of 10.0, or more, at four different Paws 2 Dance Competitions, with a minimum of two different routines.

- **FDAX** (Freestyle Dog Advanced X – individual)

Champion Freestyle Dog

- Coming soon

Masters

- attained after achieving three scores of 8.0 out of 10.0, or more, at three different Paws 2 Dance competitions.

- **FDM** (Freestyle Dog Masters - individual)
- **FDMP** (Freestyle Dog Masters - pairs)
- **FDMT** (Freestyle Dog Masters - team)

Dressage Titles

Canine Dressage Novice 1

- attained after achieving one score of 50 out of 100

- **CDN-1** (Canine Dressage Novice – individual)
- **CDN-1P**(Canine Dressage Novice – Pairs)
- **CDN-1T**(Canine Dressage Novice – Team)

Canine Dressage Novice 2

- attained after achieving one score of 50 out of 100

- **CDN-2** (Canine Dressage Novice – individual)
- **CDN-2P**(Canine Dressage Novice – Pairs)
- **CDN-2T**(Canine Dressage Novice – Team)

Canine Dressage Novice 3

- attained after achieving one score of 50 out of 100

- **CDN-3** (Canine Dressage Novice – individual)
- **CDN-3P**(Canine Dressage Novice – Pairs)
- **CDN-3T**(Canine Dressage Novice – Team)

Canine Dressage Intermediate 1

- attained after achieving one score of 65 out of 100

- **CDI-1** (Canine Dressage Intermediate – individual)
- **CDI-1P**(Canine Dressage Intermediate – Pairs)
- **CDI-1T**(Canine Dressage Intermediate – Team)

Canine Dressage Intermediate 2

- attained after achieving one score of 65 out of 100

- **CDI-2** (Canine Dressage Intermediate – individual)
- **CDI-2P**(Canine Dressage Intermediate – Pairs)
- **CDI-2T**(Canine Dressage Intermediate – Team)

Canine Dressage Intermediate 3

- attained after achieving one score of 65 out of 100

- **CDI-3** (Canine Dressage Intermediate – individual)
- **CDI-3P**(Canine Dressage Intermediate – Pairs)
- **CDI-3T**(Canine Dressage Intermediate – Team)

Canine Dressage Advanced 1

- attained after achieving one score of 80 out of 100

- **CDA-1** (Canine Dressage Advanced– individual)

Canine Dressage Advanced 2

- attained after achieving one score of 80 out of 100

- **CDA-2** (Canine Dressage Advanced– individual)