



CANINE GOOD BASICS MANUAL 2017

To be used as a guide, with some flexibility permitted.
The overall expectation is that the dog passing should be
considered nice natured and not aggressive
– a ‘trustworthy’ dog.

Dogs New Zealand/Black Hawk Canine Good Basics General Provisions

The aim of the Dogs New Zealand Canine Good Basics (CGB) is to provide a relatively simple test to encourage more people to participate and which can be undertaken as an assessment within a normal class or club situation.

It is intended as a stepping stone towards CGC and is based around goals already commonly developed in basic domestic and puppy classes.

Eligible dogs

Any puppy over the age of 6 months

Any adult dog of any breed

Minimum age of handler

Handler must be a minimum of eight years old.

Who may run the CGB Assessments

Any CGC registered club or DNZ member club on application. Details of any club/training group that are not CGC registered would need to be provided to the CGC Committee along with supporting documentation.

Assessor criteria

Assessors or an approved club person can do the assessments. Clubs would need to submit the name and details of experience of any person they wish to use as an assessor if they are not already an approved CGC assessor.

Running CGB assessments

It is intended that it is able to be conducted in a short time frame, possibly with several dogs being done at once in a line or circle configuration – so several handler/dog teams are tested together. Assessor works from one to the next on one exercise, then starts again from the beginning of line with the next one.

- Two attempts will be allowed on any exercise
- Each exercise should be short to perform or demonstrate in the test and based around domestic real life tasks at a simpler level than CGC.
- No form of aggression or aggressive behaviour will ever be allowed from candidate dogs.
- The test is to be undertaken with the dog wearing correctly fitted equipment and on a lead. There should not be any criteria placed on using specific collars, harnesses or equipment type.
- Dogs are required to wear a current local registration tag.
- Food or toys may be carried and used as reward during exercises but at no time are they permitted to be used as a lure.

Results/Awards

- Once awarded the club would send through results to the CGC Committee on the provided excel spread sheet and candidate's details would be entered into database.
- Certificates – An e-file template will be provided, complete with official logos and can be used for printing hard copies to give to graduates.
- A small ribbon is available for the hosting organisation to purchase and provide to graduates.
- No titles would be available for use with the dog's name.
- Currently no charge is payable to DNZ for sitting.

Canine Good Basics Assessment Exercises

- 1. LEGAL REQUIREMENTS MET:** Handler to present registration tag and show they are carrying a poo bag
- 2. RESPONSIBLE OWNER KNOWLEDGE:** Handler to answer Standardised Questions
- 3. ACCEPTANCE OF RESTRAINT:** Dog to accept its collar being taken by its handler and then moved 1-3 steps. A basic test of response to restraint.
Dog must not attempt to struggle or bite.
- 4. DEMONSTRATION OF MOUTH MANNERS:** Dog to demonstrate it is not food aggressive by politely taking a treat offered by its handler when presented on an open palm.
Handler is to provide the treat – if they do not have a treat assessor may offer one for use.
Snatching, attempting to bite or show any form of aggression is not allowed.
- 5. OWNER HANDLING AND INSPECTION:** Owner to handle ears, mouth (by revealing teeth), feet and use hand as if grooming without the dog showing resentment or objection by mouthing.
- 6. FRIENDLY WITH PEOPLE:** Dog when approached and then petted by assessor shows friendliness with no fear or aggression.
- 7. FRIENDLY WITH DOGS:** Dog remains calm when another friendly dog walks past at a distance of 2-3 metres.
- 8. ATTENTION ON CUE:** Dog responds to a positive cue from its owner and pays them attention without a leash jerk or physical prompt.
This would normally be done as use of dogs name and dog turns to acknowledge it.
- 9. WALK ON LOOSE LEAD:** Dog on lead to walk a short distance and change direction without dragging its owner.
While a loose lead is preferred, some pulling is permitted, but dragging is not.
Not to be done as heelwork, but as a casual walk.
- 10. COME WHEN CALLED:** A recall of approximately 5 metres on an 8-10 metre long line (held by assessor).
Dog may be held by assessor or left in a stay (if it will do this.) If left in a stay this is not the purpose of the exercise, so dog is not failed if it breaks the stay, provided it comes when called.
- 11. SIT OR DOWN ON CUE:** Dog will willingly respond on a verbal and/or visual cue to change posture within a reasonable timeframe and without physical manipulation.
- 12. THIRTY SECOND STAY:** Dog to remain in one place while handler moves 1-2 metres away.
Can be done as a sit or a down, retries are permitted, as long as the exercise is achieved within a reasonable time frame and without physical manipulation.

Canine Good Basics Training – sample outline

Week 1	Enrolment, class talk	
Week 2	Start	Treat taking Name recognition Sit Recall Handling by handler
Week 3	Practice	Treat taking Name recognition Sit Recall Handling by handler
	Start	Grooming Down Stay Lead walking
Week 4	Practice	Name recognition Sit Recall Handling and grooming by handler Down Stay Lead walking
	Start	Leave weave Collar grab
Week 5	Practice	Treat taking Name recognition Sit Recall Handling and grooming by handler Down Stay Lead walking Leave weave Collar grab
	Start	Instructor handling
Weeks 6 & 7	Practice	Treat taking Name recognition Sit Recall Handling and grooming by handler Down Stay Lead walking Leave weave Collar grab Instructor handling

Canine Good Basics Course detail

Week 1 (No dogs week)

The reason for the no-dogs week is to get the enrolment procedures out of the way with minimal difficulty, and so that the handlers will pay attention during the next part. If the dogs are with the handler during the class talk, they will be paying attention to them, not the instructor. If you have them put in the car, most of the owners will be worrying about the damage that might be done in their absence and won't be able to concentrate anyway.

(It is recommended that graduate ribbons be ordered at this time to allow for payment and dispatch)

Class talk

1. Club-specific administration including: timing of classes; what to do if you can't make it; any specific club rules. Hand out booklets etc., if not given out at registration.
2. Description of what the course is to cover and what the dogs/puppies will be able to do at the end of it (note: all this information is also in their class booklet). Explain the utility of all the exercises in real-life terms. If possible, a demonstration by a couple of new graduates of the course, to show it is possible.
3. Describe the type of training to be used ie. reward-based, with treats as the primary reward. Explain that treats won't be needed for ever! Explain how fast treats must be delivered (within 1-2 seconds).
4. Talk about types of treats, the importance of "auditioning" them to make sure the dog actually likes them, and the hierarchy of treats – kibble might work at home but something better is usually needed for the class situation. Discuss how many treats will be needed per class (3-4x as much as they think will be enough, usually).
5. Explain that short training sessions, preferably daily, will be needed initially, but that training is a life-long thing. Explain the usefulness of the TV ad break for training (gives idea of session length).
6. Explain that consistency is required in training, especially at the beginning. If the dog lives with more than one person, all should apply the same rules and use the same commands.
7. Explain breed behaviour implications, and that not all dogs, even of the same breed, learn at the same rate – and that this is not due to stupidity on the part of either dog or handler. Ask them to look up their specific breed before next week – cross-breeds, look up the breeds in the mix. Complete mixtures, take a guess.
8. Explain equipment requirements – (as per club's policy) e.g. flat collar, flat lead of suitable length (no chain leads) and some way of carrying treats that is quickly accessible (a plastic bag in a pocket means a lot of fumbling and slow delivery of the treats). A toy (no squeaks) and a small mat (for handler or dog to sit on) are optional. Dog must always be wearing its registration tag and handler must be carrying poo bags – tell them this will be checked each week). Explain the usefulness of suitable footwear and absence of flappy skirts!
9. Any questions?

Week 2

1. Check that all dogs are wearing a registration tag and that all handlers are carrying poo bags. Ask if anyone has any questions about what is going to happen. Check that everyone has treats – supply some to those who forgot. Get handlers/dogs spaced in a circle or line (a circle makes it easier for them all to see and hear the instructor and any demonstrations with a class dog can be done on place).
2. Check treat taking. If have a “grabby” dog explain and demonstrate shaping for a polite take.
3. Name game. Explain. Demonstrate. Have everybody try it several times.
4. Sit. Explain and then demonstrate a lured sit. Get everybody to try it several times until all can do it successfully.
5. Recall. Explain principles (dog initially must always be rewarded, never call dog for something unpleasant, never call unless certain the dog will respond) and how to practice short rewarded recalls at home over the next week.
6. Have handlers handle dog all over. Check dog’s acceptance – handlers may need individual advice on how to get compliance.
7. Ask handlers in turn about their breed/cross of dog and any important behavioural characteristics – prompt if necessary (“retrievers like to carry things”, “collies may have a tendency to chase fast moving objects”, “terriers may dig” etc).
8. Hand out home work sheets or remind them to check appropriate page in course book and do the work.
9. Ask questions from the set question list – go round the class.
10. Any questions about today’s class/particular problems with a dog.

Week 3

1. Check that all dogs are wearing a registration tag and that all handlers are carrying poo bags. Ask if anyone has any questions about last week’s class or the home work. Check that everyone has treats.
2. Check treat taking – especially last week’s grabbers.
3. Name game – check how dogs are responding. If all good add in a little bit of distraction.
4. Sits. Check lured sits and then try it with empty hand and treat held in other hand for immediate delivery (i.e. fading lure). Have handlers alternate lured and empty hand sits about ten times.
5. Recalls – instructor holds dog, dog on long line.
6. Lured downs – preferably from stand.

7. Start stay – sit or down. One second.
8. Handling and grooming of dog by handler.
9. Lured lead walking – couple of circuits. Reward every two-three steps.
10. Hand out home work sheets or remind them to check appropriate page in course book and do the work.
11. Ask questions from the set question list – go round the class.
12. Any questions about today's class/particular problems with a dog.

Week 4

1. Check that all dogs are wearing a registration tag and that all handlers are carrying poo bags. Ask if anyone has any questions about last week's class or the home work. Check that everyone has treats.
2. Name game – check how dogs are responding.
3. Sits. Should be doing it with cue and hand signal (no lure). Try with cue only.
4. Recalls – instructor holds dog, dog on long line. Possibly some can do off long line – ask handler if they are confident to try (only if environment safely enclosed).
5. Check lured downs and then try it with empty hand and treat held in other hand for immediate delivery (ie fading lure). Have handlers alternate lured and empty hand downs about ten times.
6. Extend stay to 5 seconds.
7. Lured lead walking – lures should now be fed less frequently.
8. Introduce leave weave (dogs zigzagging between the other dogs in the class).
9. Handling and grooming of dog by handler. By now should be proficient – if not remedial work needed.
10. Demonstrate collar grab (grab-reward, grab-reward). Have them practice several times.
11. Hand out home work sheets or remind them to check appropriate page in course book and do the work.
12. Ask questions from the set question list – go round the class.
13. Any questions about today's class/particular problems with a dog.

Week 5

1. Check that all dogs are wearing a registration tag and that all handlers are carrying poo bags. Ask if anyone has any questions about last week's class or the home work. Check that everyone has treats.
2. Name game – check how dogs are responding. Check collar grabs and treat taking also.
3. Check sits on cue.
4. Recalls – most should be off lead (only if environment safely enclosed).
5. Downs – should be on cue.
6. Stay – 10-15 seconds.
7. Lead walking – reward rather than lure.
8. Practice leave weave.
9. Handling and grooming of dog by handler, handling by instructor.
10. Hand out home work sheets or remind them to check appropriate page in course book and do the work.
11. Ask questions from the set question list – go round the class.
12. Any questions about today's class/particular problems with a dog.

Week 6

1. Check that all dogs are wearing a registration tag and that all handlers are carrying poo bags. Ask if anyone has any questions about last week's class or the home work. Check that everyone has treats.
2. Check attention to name, collar grabs, sit on cue, down on cue.
3. Recalls – off lead (only if environment safely enclosed).
4. Stays – should be up to 30 seconds.
5. Lead walking – reward rather than lure. Put some cones out to walk around.
6. Practice leave weave.
7. Handling of dog by handler and by instructor.
8. Hand out home work sheets or remind them to check appropriate page in course book and do the work.
9. Ask questions from the set question list – go round the class.
10. Any questions about today's class/particular problems with a dog.

Week 7

1. Check that all dogs are wearing a registration tag and that all handlers are carrying poo bags. Ask if anyone has any questions about last week's class or the home work. Check that everyone has treats.
2. Check attention to name, collar grabs, treat taking, sit and down on cue.
3. Check that dogs can achieve at least a 30 second stay.
4. Recalls – off lead (only if environment safely enclosed).
5. Lead walking.
6. Leave weave.
7. Handling and grooming of dog by handler, handling by instructor.
8. Hand out home work sheets or remind them to check appropriate page in course book and do the work.
9. Ask questions from the set question list – go round the class.
10. Any questions about today's class/particular problems with a dog.

Week 8

1. Practice if time – at least a bit of on-leash walking.
2. Test
3. Hand out certificates (hopefully to all the class).

POST CLASS

Compile list of successful candidates – Handler, Dog's name, Breed/type, Age and send to Canine Good Citizen Committee at cgc@dogsnz.org.nz

Canine Good Basic Template of Questions
Five to be used at any one assessment
Questions can be given out at start of course

1. By what age does your puppy have to be registered with their local authority?
 - 3 months
 - 6 months
 - 12 months

2. When should you put your dog on the lead?
 - Where signs say that you must
 - When you are around livestock or traffic
 - Both of the above

3. What should you instruct children to do when around dogs?
 - Ask the owner first if they want to pet the dog
 - Do not run, scream, or shout
 - Both of the above

4. What should you have with you when you walk your dog?
 - The dog's collar and registration tag (on the dog)
 - A lead and poo bags
 - Both of the above

5. Why should your dog be socialised at a young age?
 - So it grows into a well behaved dog that does not chase or harm people or livestock
 - So that it is a pleasure to own and to take places
 - Both of the above

6. How can you socialise your puppy?
 - Take it to a well-run puppy class
 - Make sure it meets lots of people of all ages and types
 - Both of the above

7. Where should you never take your dog without permission?

- Restaurants
- Airports and DOC land
- All of the above

8. Why should you run your hands over your dog regularly?

- To feel for lumps and bumps, ticks, or mats in the coat
- So the dog gets used to being handled
- Both of the above

9. What are you legally required to supply your dog with?

- Food and water
- Shelter
- Both of the above

10. Is it OK to play tuggy games with your dog?

- No. You should never play tug with your dog
- Only if the dog wants to play and brings the tug toy to you
- Yes, but only if you start the game and you finish the game

Canine Good Basic Model Answers

1. By what age does your puppy have to be registered?
Answer: 3 months

2. When should you put your dog on the lead?
Answer: Both
Where signs say that you must
and
When you are around livestock or traffic

3. What should you instruct children to do when around dogs?
Answer: Both
Ask the owner first if they want to pet the dog
and
Do not run, scream, or shout

4. What should you have with you when you walk your dog?
Answer: Both
The dog's collar and registration tag (on the dog)
and
A lead and poo bags

5. Why should your dog be socialised at a young age?
Answer: Both
So it grows into a well behaved dog that does not chase or harm people or livestock
and
So that it is a pleasure to own and to take places

6. How can you socialise your puppy?
Answer: Both
Take it to a well-run puppy class
and
Make sure it meets lots of people of all ages and types

7. Where should you never take your dog without permission?
Answer: Both
Restaurants
and
Airports and DOC land

8. Why should you run your hands over your dog regularly?
Answer: Both
To feel for lumps and bumps, ticks, or mats in the coat
and
So the dog gets used to being handled

9 What are you legally required to supply your dog with?

Answer: Both

Food and water

and

Shelter

10. Is it OK to play tuggy games with your dog?

Answer: Yes, but only if you start the game and you finish the game