

1. COME	Level 2 40', no more than 2 cues	Level 3 40', 1 cue only, milling people	Level 4 40', 1 cue only, milling dogs	Level 5 Formal Recall, Appropriate Cues	Level 6 Down from Sit-Stay 10', 1Q, 1Q Front	Level 7 Formal 20' Drop On Recall.
2. CONTACTS		Level 3 Walk flat board with indication of contact (click?)	Level 4 Walk flat board with contact behaviour	Level 5 Jump, board, down contact, AQ		
3. CRATE	Level 2 Enters, 2Q only, close & open door	Level 3 Enters, 1Q, 1 minute with door closed	Level 4 Enters, 1Q, 2 minutes	Level 5 Enters, 1Q, 5 minutes	Level 6 Enters, 1Q, 15 minutes	Level 7 Enters, 1Q, 30 minutes
4. DISTANCE	Level 2 Around pole (object), 2', 2Qs only	Level 3 Around pole, 4', 1Q	Level 4 Around pole, 10', 1Q	Level 5 Over jump 10' away, AQ	Level 6 3 jumps, 20' circle, L&R, 1Q each direction	Level 7 2 directed jumps 10' apart, 10' away
5. DOWN	Level 2 2Qs only	Level 3 From Sit, 1Q, 10' away	Level 4 From Stand, 1Q only	Level 5 From Stand, hand signal only	Level 6 From Stand on signal 10' away	Level 7 From Stand on signal in line
6. DOWN STAY	Level 2 Handler walks 20' out and back, AQ	Level 3 20', 1 minute, 2Qs for Stay, 1 mild distraction	Level 4 Formal 3 minute 40', 2 distractions	Level 5 1 minute out of sight, AQ	Level 6 Formal 4 minute out of sight	Level 7 Formal 5 minute out of sight
7. FINISH	Level 3 Follows eye contact with left pivot		Level 4 Swings into position while handler pivots	Level 5 1/2-point Finish 3/3 from Front	Level 6 Perfect from Front, 2/4 tries, 1Q	Level 7 Perfect from Front, 3/4 tries, 1Q
8. FRONT	Level 3		Level 4	Level 5	Level 6	Level 7

		Hits centre line of Ray diagram 3/5 tries, all Qs	Hits bullseye of Circle diagram 3 in a row/4 tries.	1/2-off Front 3/3 tries, AQ	Perfect 2/4 tries, 1Q, minimum start 5' from handler	Formal perfect 3/4 tries, 1Q
9. GO TO MAT	Level 2 5' away, 2Q only	Level 3 5', 1Q, Down on 1Q, remains Down 1 minute	Level 4 10', Down 2 minutes, AQ	Level 5 20', 5 minutes, AQ	Level 6 20', 15 minutes, AQ	Level 7 20', 1Q, 30 minutes
10. HANDLING	Level 2 Ears, tail, feet - table or floor	Level 3 Eliminate on Q within 2 minutes	Level 4 Muzzle, teeth - table or floor	Level 5 Pause table 30 seconds, 10' away, AQ	Level 6 Grooming table 30 seconds, 10' away, AQ	Level 7 Lies on side on table, nail clipper over nail, AQ
11. HEEL		Level 3 About turn with contact	Level 4 About turn, 10' straight with contact, 1Q only	Level 5 About, 10', about all with contact, 1 distraction	Level 6 Heel 80', 1 about, fast, slow, 2 halts, AQ	Level 7 80', sidestep R, 360 degree turns R&L, back up 5'
12. HOMEWORK	Level 2 5 things you hope to accomplish by working Levels describe the 4 legs of OC, define Reinforce and Punish	Level 3 10 reasons a dog might not perform a behaviour	Level 4 10 steps to shape a dog to drop object in basket	Level 5 3 effective ways to get behaviour, 5 examples for each	Level 6 4 worst behaviours of own dog, plan for improving them	Level 7 Define default behaviour, & how to achieve it
13 JUMP BROAD			Level 4 Volunteers board, handler 3' away, body Q only	Level 5 2 boards from 4' back, handler 5' away	Level 6 Formal Broad Jump, 1/2 width jump, AQ	Level 7 Formal Broad Jump exercise.
14. JUMP HIGH			Level 4	Level 5	Level 6	Level 7

		Volunteers 2" jump over/back, body Q only		10' Retrieve over 2" jump, AQ	Formal 20' Retrieve over 1/2 height jump	Formal Retrieve Over High Jump exercise.	
15. LEASH	Level 2 LL 30 secs, 1 distraction, handler doesn't move	Level 3 LL 40', 2Qs 1 distraction	Level 4 LL 80' through milling dogs, AQ	Level 5 LL car to training area with people, NO Q	Level 6 Car, handler exits, dog stays NO Q, LL to area AQ		
16 On the ROAD		Level 3 Pass Level One in a strange location	Level 4 Level Two	Level 5 Level Three	Level 6 Level Four	Level 7 Level Five	
17. RETRIEVE		Level 3 Nosetarget 3 objects + DB, 1Q each	Level 4 Hold 2 objects (1 at a time, 1 metal)	Level 5 20' Retrieve, 3 objects (1 metal), AQ	Level 6 40' Retrieve, 1 metal, 1 dumbbell, 1 choice, AQ	Level 7 80' Retrieve, any object, AQ	
18. SCENTING		Level 3 Find treat hidden under cup or in closed tube	Level 4 Find correct article of 2 x3, hand scent only, AQ	Level 5 Find correct article of 5 x3 in a row, AQ	Level 6 Find correct article of 12 x 3, AQ	Level 7 Find hidden article (choice) in 40x50' space, AQ	
19. SIT Sit from standing position, 1Q only	Level 2 Sit from Stand, 2Q only	Level 3 Sit from Stand, 1Q only, 10' away	Level 4 Sit from Down, 1Q only.	Level 5 Sit from Down, hand signal only	Level 6 Sit from Down, hand signal, 10'	Level 7 Sit from Down on signal in line	
20. SIT STAY		Level 2 Handler walks 20' out and back, all Qs	Level 3 20', 30 seconds, mild distraction, 1 Sit Q, 2 Stay Qs	Level 4 Formal SitStay, 40', 2 minutes. 2 distractions	Level 5 30 seconds out of sight, AQ	Level 6 Formal Out Of Sight Sit Stay 2 minutes, AQ	Level 7 Formal Out Of Sight Sit Stay, 3 minutes, AQ
21. STAND		Level 2	Level 3	Level 4	Level 5	Level 6	Level 7

	Stand from sit or down, 2Q only	From Sit, 1Q only, beside or in front of handler.	Stand from Sit, 1Q only, 10' away.	Stand from Heeling, hand signal only	Stand from Heel, handler does not stop, 2Qs only	Stand from Down 10' away, 2Qs only
22. STAND STAY	Level 2 Stand still 10 seconds, beside or in front	Level 3 Sit for exam, tester touches head/withers	Level 4 Handler walks 10' away and back, AQ	Level 5 Stand For Exam, at side or in front, AQ	Level 6 1 minute, 20' away, full exam, AQ	Level 7 3 minutes, 20' away, full exam, AQ
23. TARGET Hand with nose, 1 voice Q only	Level 2 End of stick with nose, 1 voice Q only	Level 3 Spot on floor with nose or foot from 10' away, 2Q only	Level 4 Chase & catch stick, end only, with nose, AQ	Level 5 Pawtouch a wall from 10' away.	Level 6 Pawtouch a wall 20' away, 2Q only	Level 7 Straight goback to pawtouch wall 40' away, 2Q only
24. TRICK	Level 2 Choice	Level 3 Shaped	Level 4 101 Things To Do With A Box	Level 5 Captured	Level 6 Lured	Level 7 tableau, minimum 3 tricks to tell story
25. WATCH	Level 2 Find and hold eye contact 10 seconds, 2Q only	Level 3 Hold contact 30 seconds, all voice Qs	Level 4 30 seconds from 10' away, 2Q	Level 5 30 seconds, handler not watching dog, AQ	Level 6 30 seconds, 1Q only	Level 7 15 secs, handler not watching dog, 1Q only
26. ZEN Stay off treat in hand 5 seconds, 1 voice Q only	Level 2 Hand Zen 5 secs, chair Zen 10 seconds, 2Q only	Level 3 Stranger's hand 20 secs, 1Q only	Level 4 Floor Zen 30 seconds, 2Qs only, 12" away	Level 5 LLW past treat on floor, AQ	Level 6 5 treats on floor for Formal Recall. AQ	