

Dog Scouts of America Evaluation Criteria

Updated 8-13-09

DSA Triathadog (may vary from other venues)

The DSA Triathadog is a three phase event in which each phase is done in quick succession. The only pause is if the handler is out of breath and needs a moment to catch their breath between the barrels and the obedience portions. Agility is always done first, then barrels, then obedience. This tests the dog's ability to regain control after the highly stimulating agility and barrels portion. The dog is off-leash from start to finish (all 3 phases).

AGILITY:

The Agility portion is a course of 10 obstacles that follows the same rules and guidelines as the Agility 1 badge. Please review the check-off sheet and evaluation criteria for that badge. All the required obstacles need to be used, but in addition to the broad jump, only 2 (instead of 3) other jumps need to be used. Safety is most important, so contact zones **MUST** be touched and all obstacles performed with safety and control.

BARRELS:

FLOW: Directly after the agility course, the handler and dog will move to the center circle of the barrels exercise and will start when ready. If timed for competition, the timer does not stop between the agility course and the barrels course.

DIMENSIONS: The barrels are set 15' away from an 8' diameter circle. The circle can be drawn on the ground, or a hose kept in place with safe U pins or other type of marker can be used.

HANDLER POSITION: The handler's feet should stay inside the center circle for the barrels exercise, but moving around within the center circle is allowed. If keeping score, points can be deducted if the handler steps out of the circle.

PATTERN: Any pattern can be used and the dog may circle each barrel in either direction, but the typical barrel racing pattern is to first go out around the 3:00 barrel, across the center and around the 9:00 barrel, back to the center, then around the 12:00 barrel and back to the center (as shown to the right). The dog must start and end in the center circle and get at least 1 of his feet inside the center circle between each barrel loop. Any hand, body or verbal cues can be used.

TIMING: Time starts when the dog leaves the start line for the first agility obstacle and stops after one of the dog's feet is back in the center circle after circling all 3 barrels.

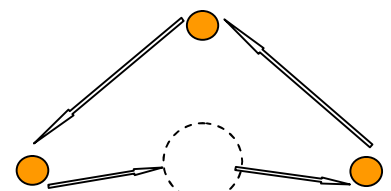
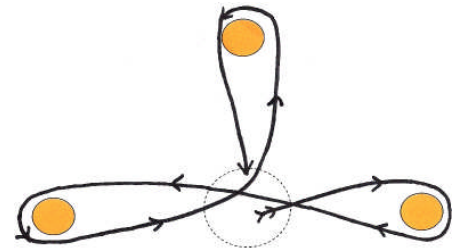
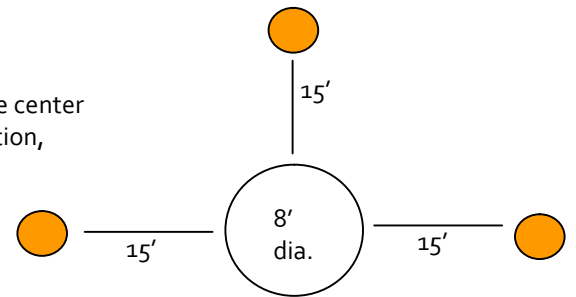
OBEDIENCE:

FLOW: Directly upon completion of the barrels exercise, the handler and dog will start the obedience portion. A brief break for the handler to catch their breath is allowed. Obedience is not timed.

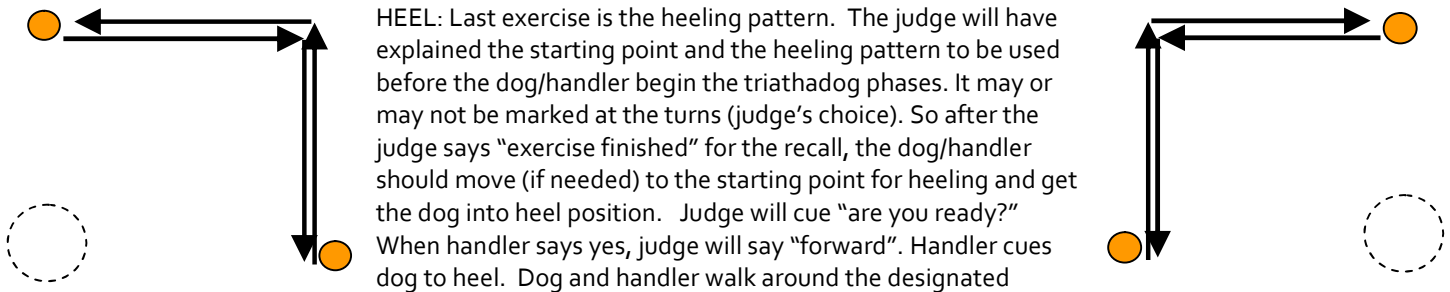
STYLE: This is more like AKC formal obedience, not like rally or the DSA test where you can talk to and encourage the dog. The only things said are answers to the judges questions ("are you ready") and the cues you need to give your dog (with little to no repetition of cues for the same exercise.)

STAY: The first obedience exercise is a stay. The dog stays in the center circle where they ended their barrel run. Can be a sit or a down (handler's choice). Dog starts in heel (either in a sit or down), judge asks "are you ready" and when the handler says yes the judge will cue the handler to "leave your dog". Handler gives the dog one stay cue (can be a verbal, a hand signal or a simultaneous combo of the two).

Handler then walks in a circle around the outside of the barrels (as shown to the right), then returns to heel position next to the dog. Judge will cue when exercise is finished. The dog should not change position or "creep" at any time between being told to stay and when the judge says "exercise finished".



RECALL: Second exercise is a recall. After the completion of the stay, handler puts the dog back in heel position (if not already there) and the judge asks "are you ready?" When handler says yes, judge tells handler to "leave your dog." Handler walks 20' away to a marked location and turns to face the dog. When the judge cues "call your dog" the handler uses a recall cue (verbal or hand signal or simultaneous combo of both). Dog should go directly to the handler and sit in front of them (no extra "sit" cue should be needed). Judge will cue the handler to "finish". The handler should then cue the dog to heel position (either a circle around the handler to heel or a "flip" or U-turn into heel position is fine). Judge will cue when exercise is finished.



HEEL: Last exercise is the heeling pattern. The judge will have explained the starting point and the heeling pattern to be used before the dog/handler begin the triathadog phases. It may or may not be marked at the turns (judge's choice). So after the judge says "exercise finished" for the recall, the dog/handler should move (if needed) to the starting point for heeling and get the dog into heel position. Judge will cue "are you ready?" When handler says yes, judge will say "forward". Handler cues dog to heel. Dog and handler walk around the designated

heeling pattern which is an "L" shaped pattern as shown to the right (can also be "flipped" as shown to the left). Heel cue can be given again on the turns. No change of pace. Straight sections should be at least 25' each for a minimum of a 100' heeling pattern. If the barrels are used as indicated (with a U-turn before reaching the second barrel) the heeling pattern will be long enough. It should be clear that the dog understands where heel position is located and chooses to stay in proper position for at least 90 percent of the pattern. If the dog is frequently wide, forging or lagging, then the heeling needs more practice. The handler should walk a straight line at a steady pace, and not move sideways or change pace to compensate for the dog's poor position. When the dog/handler gets back to the start position, the judge will say "exercise finished" (halt/sit not required, but not penalized or judged).

BADGE EARNING: For purposes of earning the badge, the dog/handler team should demonstrate a clear understanding of the needed behaviors, be able to perform them correctly and safely and be able to work together as a team.

SCORING: If being scored for a competition, the judge may design a points system to be used consistently with each competitor in the competition. That scoring system should be made known to each competitor before the competition (such as: everyone starts with 100 points and points are deducted as designated for the following things- followed by a listing). The point system should be based on the criteria outlined here and on the check-off sheet. Handlers/dogs should not be penalized for actions or inactions that have not been specified here as being required. For example, you can't penalize the handler for not having the dog sit during the heeling routine, because sits are not required for the heeling in this badge. Another scoring option is to simply time the Agility/barrels and have the obedience be a pass/fail based on the overall performance and whether it met the needed criteria or had big errors.

SCORE SHEETS: The agility course design on the sample score sheet is just a suggestion. Each judge may design their own judging sheets as they choose. It is nice for each competitor to be able to see where they might need extra work or where mistakes were made. The judging sheets are the memory jog for the judge especially when he/she has several runs to evaluate. If you are submitting a video for evaluation to become an Evaluator for this badge, please include a copy of your judging sheet for each person you test on the video. If you are submitting a video to be evaluated to get the badge, please include a diagram of the agility course layout and note where the barrels were in relation to the agility course.

