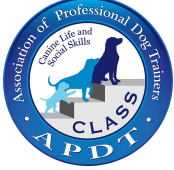


Evaluator Name:	Canine Life and Social Skills® B.A. for Dogs® EVALUATION FORM		
Evaluator ID: E			
Date:			
Test Location:	City, State, ZIP:	<input type="checkbox"/> Indoor <input type="checkbox"/> Outdoor	
Student Name:	Student ID: S	Dog Name:	Dog ID: D

Checklist
 Complete checklist
 before starting Evaluation.

1. Junior student? No Yes (If yes, parent/mentor must be present & sign waiver.)
2. Veterinarian Certificate? No Yes
3. Permissible collar/harness
4. 6-foot leash
5. Doggy waste bag

Evaluation Test Items

1. WAIT AT THE DOOR			B.A.
EXCELLENT	NEEDS WORK	INCOMPLETE	AUTOMATIC INCOMPLETE
<input type="checkbox"/> 1 to 2 cues to wait	<input type="checkbox"/> 3 cues to wait <input type="checkbox"/> Reset 1 time	<input type="checkbox"/> 4 or more cues to wait <input type="checkbox"/> Reset 2 or more times <input type="checkbox"/> Dog does not wait	<input type="checkbox"/>
WARM-UP TIME			B.A.
EXCELLENT	NEEDS WORK		AUTOMATIC INCOMPLETE
<input type="checkbox"/> Dog does not eliminate <input type="checkbox"/> Dog eliminates in potty area <input type="checkbox"/> Student interrupts and redirects dog	<input type="checkbox"/> Dog eliminates out of potty area <input type="checkbox"/> Dog needs more than 5 minutes to acclimate		<input type="checkbox"/>
2. COME AND LEASHING UP MANNERS			B.A.
EXCELLENT	NEEDS WORK	INCOMPLETE	AUTOMATIC INCOMPLETE
A. <input type="checkbox"/> 1 cue to come <input type="checkbox"/> Response time 1-3 seconds B. <input type="checkbox"/> Attach leash or grasp collar within 3 seconds	A. <input type="checkbox"/> 2 cues to come <input type="checkbox"/> Response time 4-5 seconds B. <input type="checkbox"/> Attach leash or grasp collar within 4-5 seconds	A. <input type="checkbox"/> 3 or more cues to come <input type="checkbox"/> Response time > 5 seconds <input type="checkbox"/> Dog passes by student <input type="checkbox"/> Dog does not come B. <input type="checkbox"/> Unable to attach leash or grasp collar within 5 seconds	<input type="checkbox"/>
3. LOOSE LEASH WALKING AND ATTENTION			B.A.
EXCELLENT	NEEDS WORK	INCOMPLETE	AUTOMATIC INCOMPLETE
A. <input type="checkbox"/> Leash tight 0-2 times <input type="checkbox"/> 0-2 cues to loose leash walk <input type="checkbox"/> Dog is within 2 feet of student B. <input type="checkbox"/> 0-2 cues for attention/watch <input type="checkbox"/> 2 seconds of eye contact	A. <input type="checkbox"/> Leash tightens 3 times <input type="checkbox"/> 3 cues to loose leash walk <input type="checkbox"/> 2-3 ft from student >50% of time B. <input type="checkbox"/> 3 cues for attention/watch <input type="checkbox"/> < 2 seconds of eye contact	A. <input type="checkbox"/> Leash tight 4 or more times <input type="checkbox"/> 4 or more cues to loose leash walk <input type="checkbox"/> Leash is consistently or mostly tight B. <input type="checkbox"/> 4 or more cues for attention/watch <input type="checkbox"/> No eye contact	<input type="checkbox"/>
4. MEET AND GREET			B.A.
EXCELLENT	NEEDS WORK	INCOMPLETE	AUTOMATIC INCOMPLETE
A. <input type="checkbox"/> 0-2 cues to sit, down, or stand <input type="checkbox"/> Leash remains loose B. <input type="checkbox"/> Dog accepts petting <input type="checkbox"/> Dog takes treat gently <input type="checkbox"/> Student declines dog being petted <input type="checkbox"/> Student declines dog being treated	A. <input type="checkbox"/> 3 cues to sit, down, or stand <input type="checkbox"/> Leash tightens 1-2 times <input type="checkbox"/> Dog touches person <input type="checkbox"/> Dog jumps up 1 time B. <input type="checkbox"/> Dog jumps up 1 time <input type="checkbox"/> Dog shies away but allows petting within 4-5 seconds <input type="checkbox"/> Dog takes treat roughly but does not break skin.	A. <input type="checkbox"/> 4 or more cues to sit, down, or stand <input type="checkbox"/> Leash tightens 3 or more times <input type="checkbox"/> Dog mouths person <input type="checkbox"/> Dog lunges or jumps up 2 or more times <input type="checkbox"/> Dog moves to end of leash away from person B. <input type="checkbox"/> Dog jumps up 2 or more times <input type="checkbox"/> Dog does not allow petting in 5 seconds <input type="checkbox"/> Dog breaks skin while taking treat	<input type="checkbox"/>
★ BONUS 1: ROLLOVER, SPIN, FETCH, SPEAK, OR PAW			B.A.
“WITH HONORS”			AUTOMATIC INCOMPLETE
<input type="checkbox"/> 1-2 cues for trick and response time 1-3 seconds (leave blank if bonus not completed with 1-2 cues or if response time is not within 1-3 seconds)			<input type="checkbox"/>

5. LEAVE IT			B. A.
EXCELLENT <input type="checkbox"/> 1-2 cues to leave it for each item per pass <input type="checkbox"/> Nose does not investigate within 2 feet of an item <input type="checkbox"/> Leash remains loose	NEEDS WORK <input type="checkbox"/> 3 cues to leave it for one or more items per pass <input type="checkbox"/> Investigates within 2 feet of an item but nose does not touch <input type="checkbox"/> Leash tightens 1-2 times	INCOMPLETE <input type="checkbox"/> 4 or more cues to leave it for one or more items <input type="checkbox"/> Dog's nose touches an item <input type="checkbox"/> Leash tightens 3 or more times <input type="checkbox"/> Leash is consistently tight	AUTOMATIC INCOMPLETE <input type="checkbox"/>
6. WAIT FOR THE FOOD BOWL			B. A.
EXCELLENT <input type="checkbox"/> 1-2 cues to wait	NEEDS WORK <input type="checkbox"/> 3 cues to wait <input type="checkbox"/> Reset 1 time	INCOMPLETE <input type="checkbox"/> 4 or more cues to wait <input type="checkbox"/> Reset 2 or more times <input type="checkbox"/> Dog gets food before release	AUTOMATIC INCOMPLETE <input type="checkbox"/>
7. STAY			B. A.
EXCELLENT <input type="checkbox"/> 1-2 cues to stay	NEEDS WORK <input type="checkbox"/> 3 cues to stay <input type="checkbox"/> Reset 1 time/dog changes position once	INCOMPLETE <input type="checkbox"/> 4 or more cues to stay <input type="checkbox"/> Reset 2 or more times	AUTOMATIC INCOMPLETE <input type="checkbox"/>
8. SETTLE			B. A.
EXCELLENT <input type="checkbox"/> With mat, 1-2 cues to settle <input type="checkbox"/> With crate, 1-2 cues to settle <input type="checkbox"/> With crate, settle within 10 seconds	NEEDS WORK <input type="checkbox"/> With mat, 3 cues to settle <input type="checkbox"/> With mat, reset 1 time <input type="checkbox"/> With crate, 3 cues to settle <input type="checkbox"/> With crate, settle within 20 seconds <input type="checkbox"/> With crate, reset 1 time	INCOMPLETE <input type="checkbox"/> With mat, 4 or more cues to settle <input type="checkbox"/> With mat, reset 2 or more times <input type="checkbox"/> With crate, 4 or more cues to settle <input type="checkbox"/> With crate, no settle within 20 seconds <input type="checkbox"/> With crate, dog excessively vocalizes, paws or chews on crate, or circles <input type="checkbox"/> Dog does not enter crate	AUTOMATIC INCOMPLETE <input type="checkbox"/>
9. GIVE AND TAKE			B. A.
EXCELLENT <input type="checkbox"/> 0-2 cues to give <input type="checkbox"/> Response time 1-3 seconds <input type="checkbox"/> With food bowl, 0-2 cues <input type="checkbox"/> Response time 1-3 seconds	NEEDS WORK <input type="checkbox"/> 3 cues to give <input type="checkbox"/> Response time 4-5 seconds <input type="checkbox"/> With food bowl, 3 cues <input type="checkbox"/> With food bowl, response time is 4-5 seconds <input type="checkbox"/> With food bowl, dog eats faster, holds bowl with nose or paw	INCOMPLETE <input type="checkbox"/> 4 or more cues to give <input type="checkbox"/> Response time > 5 seconds <input type="checkbox"/> Student pulls item out of dog's grasp <input type="checkbox"/> With food bowl, 4 or more cues <input type="checkbox"/> With food bowl, response time >5 seconds <input type="checkbox"/> With food bowl, dog freezes, growls, snaps	AUTOMATIC INCOMPLETE <input type="checkbox"/>
★ BONUS 2: TRICK OF STUDENT'S CHOICE			B. A.
"WITH HONORS" <input type="checkbox"/> 1-2 cues for trick and response time 1-3 seconds (leave blank if bonus not completed with 1-2 cues or if response time is not within 1-3 seconds)			AUTOMATIC INCOMPLETE <input type="checkbox"/>

COMMENTS	TOTAL OF NEEDS WORK <input checked="" type="checkbox"/> 's	TOTAL OF INCOMPLETE <input checked="" type="checkbox"/> 's	TOTAL OF AUTOMATIC INCOMPLETES
<input type="checkbox"/> Team Does Not Pass	Step 1. If total of Automatic Incompletes or Incomplete <input checked="" type="checkbox"/> 's is 1 or more, Team Does Not Pass. If no Automatic Incompletes or Incomplete <input checked="" type="checkbox"/> 's, proceed to Step 2.		
<input type="checkbox"/> Team Passes	Step 2. If total of Needs Work is 2 or more, Team Does Not Pass. (If there are 2 or more Needs Work <input checked="" type="checkbox"/> 's in a test item or in one part of a multiple-part test item, count that as only one <input checked="" type="checkbox"/> .) If total of Needs Work <input checked="" type="checkbox"/> 's is 0 or 1, Team Passes.		
<input type="checkbox"/> Team Passes with Honors	Step 3. If total of "With Honors" <input checked="" type="checkbox"/> 's is 2, Team Passes With Honors.		