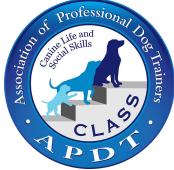


Evaluator Name:	Canine Life and Social Skills® Ph.D. for Dogs® EVALUATION FORM		
Evaluator ID: E			
Evaluation Date:			
Test Location:	City, State, ZIP:	<input type="checkbox"/> Indoor <input type="checkbox"/> Outdoor	
Student Name:	Student ID: S	Dog Name:	Dog ID: D

<p>Checklist</p> <p><i>Complete checklist before starting Evaluation.</i></p>	<p>1. Junior student? <input type="checkbox"/> No <input type="checkbox"/> Yes (If yes, parent/mentor must be present & sign waiver.)</p> <p>2. <input type="checkbox"/> 6-foot leash</p> <p>3. <input type="checkbox"/> Permissible collar/harness</p> <p>4. <input type="checkbox"/> Doggy waste bag</p> <p>5. M.A. Level passed? <input type="checkbox"/> No <input type="checkbox"/> Yes (If no, student must take the M.A. Evaluation.)</p>
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Evaluation Test Items

1. LOOSE LEASH WALKING			Ph.D.
EXCELLENT	NEEDS WORK	INCOMPLETE	AUTOMATIC INCOMPLETE
<input type="checkbox"/> Leash tightens 0-1 times <input type="checkbox"/> 0-1 cues to loose leash walk <input type="checkbox"/> Dog is within 2 feet of student <input type="checkbox"/> Object not spilled/dropped	<input type="checkbox"/> Leash tightens 2-3 times <input type="checkbox"/> 2-3 cues to loose leash walk <input type="checkbox"/> 2-3 feet from student >50% of time <input type="checkbox"/> Student struggles to hold object	<input type="checkbox"/> Leash tightens 4 or more times <input type="checkbox"/> 4 or more cues to loose leash walk <input type="checkbox"/> Leash is consistently or mostly tight <input type="checkbox"/> Object spilled/dropped/crushed	<input type="checkbox"/>

2. BACK UP			Ph.D.
EXCELLENT	NEEDS WORK	INCOMPLETE	AUTOMATIC INCOMPLETE
A. <input type="checkbox"/> Leash tightens 0-1 times <input type="checkbox"/> 0-1 cues to loose leash walk B. <input type="checkbox"/> 1 cue to back up (3 steps=1 cue) <input type="checkbox"/> Response time 1-3 seconds	A. <input type="checkbox"/> Leash tightens 2-3 times <input type="checkbox"/> 2-3 cues to loose leash walk <input type="checkbox"/> Student struggles to hold object B. <input type="checkbox"/> 2-3 cues to back up <input type="checkbox"/> Response time 4-5 seconds	A. <input type="checkbox"/> Leash tightens 4 or more times <input type="checkbox"/> Leash is consistently or mostly tight <input type="checkbox"/> 4 or more cues to loose leash walk <input type="checkbox"/> Object spilled/dropped/crushed <input type="checkbox"/> Team "splits obstacle" B. <input type="checkbox"/> 4 or more cues to back up <input type="checkbox"/> Dog does not back up 3 feet <input type="checkbox"/> Response time > 5 seconds	<input type="checkbox"/>

3. STAY			Ph.D.
EXCELLENT	NEEDS WORK	INCOMPLETE	AUTOMATIC INCOMPLETE
<input type="checkbox"/> 1 cue to stay until released	<input type="checkbox"/> 2-3 cues to stay <input type="checkbox"/> Reset 1 time/dog changes position once	<input type="checkbox"/> 4 or more cues to stay <input type="checkbox"/> Reset 2 or more times	<input type="checkbox"/>

WARM-UP TIME		Ph.D.
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"/>

4. COME AND LEASHING UP MANNERS			Ph.D.
EXCELLENT	NEEDS WORK	INCOMPLETE	AUTOMATIC INCOMPLETE
A. <input type="checkbox"/> 1 cue to come <input type="checkbox"/> 1 cue to leave it (if needed) <input type="checkbox"/> Response time 1-3 seconds <input type="checkbox"/> Does not investigate within 2 feet of item B. <input type="checkbox"/> 1 cue to sit or down until released	A. <input type="checkbox"/> 2 cues to come <input type="checkbox"/> 2 cues to leave it <input type="checkbox"/> Response time 4-5 seconds <input type="checkbox"/> Investigate within 2 feet of item but does not touch B. <input type="checkbox"/> 2-3 cues to sit or down until released <input type="checkbox"/> Reset 1 time	A. <input type="checkbox"/> 3 or more cues to come <input type="checkbox"/> 3 or more cues to leave it <input type="checkbox"/> Response time > 5 seconds <input type="checkbox"/> Dog touches an item <input type="checkbox"/> Dog passes by student <input type="checkbox"/> Dog does not come B. <input type="checkbox"/> 4 or more cues to sit or down <input type="checkbox"/> Reset 2 or more times <input type="checkbox"/> Dog does not sit or down	<input type="checkbox"/>

5. MEET AND GREET			Ph.D.
EXCELLENT A. <input type="checkbox"/> 0-1 cues to sit or down B. <input type="checkbox"/> Allows petting of head <input type="checkbox"/> Allows handling of ears <input type="checkbox"/> Allows stroking of back	NEEDS WORK A. <input type="checkbox"/> 2-3 cues to sit or down <input type="checkbox"/> Reset 1 time <input type="checkbox"/> Dog jumps up 1 time B. <input type="checkbox"/> Does not allow handling in 1 area <input type="checkbox"/> Dog jumps up 1 time	INCOMPLETE A. <input type="checkbox"/> 4 or more cues to sit or down <input type="checkbox"/> Reset 2 or more times <input type="checkbox"/> Dog jumps up 2 or more times B. <input type="checkbox"/> Does not allow handling in 2+ areas <input type="checkbox"/> Dog jumps up 2 or more times <input type="checkbox"/> Growls, snaps, or bites	AUTOMATIC INCOMPLETE <input type="checkbox"/>
6. ATTENTION			Ph.D.
EXCELLENT <input type="checkbox"/> 0-1 cues for attention <input type="checkbox"/> 15 seconds of eye contact	NEEDS WORK <input type="checkbox"/> 2-3 cues for attention	INCOMPLETE <input type="checkbox"/> 4 or more cues for attention <input type="checkbox"/> < 15 seconds of eye contact	AUTOMATIC INCOMPLETE <input type="checkbox"/>
7. TABLE MANNERS			Ph.D.
EXCELLENT <input type="checkbox"/> 1 cue to settle until released	NEEDS WORK <input type="checkbox"/> 2-3 cues to settle <input type="checkbox"/> Dog touches unfamiliar person <input type="checkbox"/> Reset 1 time	INCOMPLETE <input type="checkbox"/> 4 or more cues to settle <input type="checkbox"/> Reset 2 or more times <input type="checkbox"/> Dog does not settle for 30 seconds <input type="checkbox"/> Dog whines, barks, or attention-seeks	AUTOMATIC INCOMPLETE <input type="checkbox"/>
8. DO YOU REALLY KNOW "SIT?"			Ph.D.
EXCELLENT <input type="checkbox"/> 1 cue for 1 st sit, held 2-3 seconds <input type="checkbox"/> 1 cue for 2 nd sit, held 2-3 seconds <input type="checkbox"/> 1 cue for 3 rd sit, held 2-3 seconds <input type="checkbox"/> Response time 1-3 seconds each	NEEDS WORK <input type="checkbox"/> 2-3 cues, or 1 reset, for 1 st variation <input type="checkbox"/> 2-3 cues, or 1 reset, for 2 nd variation <input type="checkbox"/> 2-3 cues, or 1 reset, for 3 rd variation <input type="checkbox"/> Response time 4-5 seconds on 1 or more skills	INCOMPLETE <input type="checkbox"/> 4 or more cues, or 2+ resets, for 1 st variation <input type="checkbox"/> 4 or more cues, or 2+ resets, for 2 nd variation <input type="checkbox"/> 4 or more cues, or 2+ resets, for 3 rd variation <input type="checkbox"/> Response time > 5 seconds on 1 or more skills <input type="checkbox"/> Dog does not sit	AUTOMATIC INCOMPLETE <input type="checkbox"/>
★ BONUS 1: DO YOU REALLY KNOW "SIT?"			Ph.D.
"WITH HONORS" <input type="checkbox"/> 1 cue for each variation, response time 1-3 seconds each, and maintains each sit 2-3 seconds until released (leave blank if bonus not completed with 1 cue each, if response time not within 1-3 seconds, or not maintained 2-3 seconds)			AUTOMATIC INCOMPLETE <input type="checkbox"/>
★ BONUS 2: TARGETING WITH AN UNFAMILIAR PERSON			Ph.D.
"WITH HONORS" <input type="checkbox"/> 1 cue for each hand and response time 1-3 seconds (leave blank if bonus not completed with 1 cue 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.		

9/30/2012