

	BEFORE June 1, 2018	June 1, 2018 and AFTER
Novice Trick Dog	<ul style="list-style-type: none"> • 10 tricks • May use lures • May use food rewards 	No Changes
Intermediate Trick Dog	<ul style="list-style-type: none"> • 10 tricks • Lures only when specified • May use food reward 	No Changes
Advanced Trick Dog	<ul style="list-style-type: none"> • 5 tricks 	NEW! * Must do 10 tricks
Trick Dog Performer	<ul style="list-style-type: none"> • 10 tricks • Story is an option • Props and music allowed • Tricks can be Novice, Intermediate or Advanced • 2 must be Intermediate; 2 must be Advanced • Judged by CGC Evaluators 	<ul style="list-style-type: none"> • 10 tricks • Story is still an option • Props and music allowed • Judged by CGC Evaluators <p>NEW!</p> <ul style="list-style-type: none"> • Tricks must be Intermediate, Advanced or Performer • At least 3 tricks must be Performer level • Props must be used for at least 3 of the 10 tricks • Agility and obedience equipment may not be used** (See below **)
Trick Dog Elite Performer NEW!		<p>NEW!</p> <ul style="list-style-type: none"> • MUST have a story/script • Handler may tell the story or an assistant may read it • 10 tricks from Advanced or Performer • At least 5 tricks must be from Performer • At least 5 tricks must have props • Agility and obedience equipment may not be used ** (See below**) • Video link sent to AKC for approval

** The goal of the Performer and Elite Performer levels is to put together a routine that can entertain others. While agility and obedience equipment may no longer be used in Performer and Elite Performer testing, the handler can design equipment that is functionally a jump or scent activity. For example, in a routine about Superman leaping over tall buildings, you can make a skyline (out of cardboard) that the dog jumps over. Rather than finding an obedience scent article, the dog can find a particular stuffed animal or clothing item that is a part of your story.