

Dog Sport Glossary

What the words on premium lists, results sheets and ringside mean in agility, Fast CAT, dock diving, Barn Hunt, obedience and rally. Our own summaries; the sources for every term are on www.dogtitletracker.com/dog-sport-glossary.



HAPPY DOG
LEAGUE

Same word, different meaning

Q (qualifying score), Leg, Double Q (QQ), Triple Q (TQX), Points, Premier, Master / Masters, Elite, Excellent, Novice, Open, Senior, Veterans, Preferred (and other lower-height options), Excused (E), Elimination and failure to perform (F), FEO (For Exhibition Only), Jumpers (JWW), Gamblers, Snooker, A and B classes, Bye, Run-out (run-by), Clean run (clear round), Wildcard, High in Trial (HIT), Run-off, Tunnel, Broad jump (long jump), Pass, Blind, Heat, Line, Honor, Out (get out), Pull, Finish, Fouling, Division. Read the part for the trial you're entering.

Dog Title Tracker

Log each Q after the trial and the tracker keeps count of your dog's Qs, points and titles in AKC agility, obedience and rally, ASCA agility and rally, UKI, CPE, USDAA and NADAC agility, Fast CAT, NADD dock diving and Barn Hunt.

Free for 3 months, then \$5 a month, with no charge per dog.



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#

100-yard dash

FAST CAT · AKC

The straight, 100-yard run every Fast CAT dog does alone behind a lure. The timer measures it to the hundredth of a second, and that time becomes the dog's speed and points.

24 inch Choice (24C)

AGILITY · AKC

An AKC Regular jump height for dogs 22 inches or under at the withers whose owners choose to have them jump 24 inches. ISC classes don't offer it.

4-6 Month Beginner Puppy

CONFORMATION · AKC

An AKC competition for puppies 4 to under 6 months old, in its own ring and not split by sex. Breed winners go on to groups and their own Best in Show, and wins earn points toward the Puppy of Achievement (POA), which takes 10.

A

A and B classes

AGILITY, BARN HUNT, OBEDIENCE, RALLY, TREIBBALL · AKC, ASCA, BHA, C-WAGS, CDSP, CKC, NATE, UKC, WCRL

Agility: Splits of a class by experience. AKC Novice A is for an untitled dog shown by its owner or a household member who's never titled a dog. UKC's A sections exclude trainers, instructors and judges, and runs in A or B both count toward the title.

Barn Hunt: Every dog starts each level in the A class until it earns that level's title. After that it can run B at that level or any lower one, working toward X titles.

Obedience and rally: In AKC obedience and rally, A is for new owner handlers whose dog lacks that title; B is open to anyone. ASCA and UKC add a C class where titled dogs keep showing. WCRL's A is for dogs without that level's title.

CDSP, CKC and C-WAGS obedience and rally: In CDSP Novice, A is for dogs with no obedience title anywhere, B for dogs with one, and C (185 to qualify) for CD-C holders. CKC's Novice C earns no title. C-WAGS A and B are an honor system that only splits placements.

Treibball: In NATE treibball, each level has an A division for dogs without that level's title and a B division for dogs that have it and are working toward the Outstanding title. Dogs 8 and older may enter Veteran A or Veteran B instead.

Abandoned boat

WATER WORK · NCA

A WRDX exercise with an anchored rowboat 75 feet out and nobody calling. The dog swims out, finds the bumper and line tossed off the far side, and tows the boat in until it touches bottom.

Absent

CONFORMATION · AKC

An entered dog that doesn't come into the ring for its class. The steward points out absentees and the judge marks them in the judge's book. A dog that's eligible for Winners but doesn't come back is marked FTR (failed to return), not absent.

Accessible and inaccessible hides

SCENT WORK · AKC, UKC

An accessible hide is one a dog can reach with its nose. An inaccessible hide is placed where no dog of any size can touch it with its nose, such as inside a closed drawer.

ACE (Agility Competitor Enthusiast)

AGILITY · ASCA

ASCA's second titling program, run beside the Championship program. ACE dogs jump 4 inches lower and get 10% more course time, earn their own titles, and work toward the ACE title, which needs the same Elite point totals as the ATCH.

ACE titles (C-WAGS)

OBEDIENCE, RALLY, SCENT WORK · C-WAGS

C-WAGS championship titles for 10 more Qs in a class after its title, such as CW-SRA in Starter rally or CW-OAL1 in Level 1 obedience. Games ACEs need Qs in 2 different games. Obedience, Games and Scent ACEs repeat (x2, x3).

Achievement (UpDog)

DISC DOG · UPDOG

A digital award UpDog adds to a member team's profile for something done in one round, like a score band or a perfect catch run. Each level of each game has its own set, and repeating one enough times earns an UP.

ACT (Agility Course Test)

AGILITY · AKC

AKC's entry-level test for new dogs and handlers, run with or apart from a trial. There are two levels, ACT1 and ACT2, each with a Standard version and a Jumpers version (ACT1J, ACT2J), and no Regular or Preferred split.

ADCH (Agility Dog Champion)

AGILITY · USDAA

USDAA's top combined title: the Masters class titles in all five core classes plus the Tournament Dog title. A scheduled change raises the Standard part to the Standard Agility Champion title (10 Masters Qs), and Bronze to Diamond tiers follow.

Adjusted course time (ACT)

AGILITY · UKC

A UKC standard course time with 5 seconds added for certain dogs: Division 1 and Toy dogs, giant breeds in Division 3, and dogs jumping the Minimum Jump Height. A judge can also set extra time for a disabled handler.

Advanced

AGILITY, HERDING, SCENT WORK · AKC, ASCA, UKC, USDAA

Agility: USDAA's middle titling level, between Starters and Masters. Courses get longer and faster, and a dog earns each Advanced class title with 3 Qs (Pairs Relay needs 3 different partners).

Herdling: The top regular level in herding. In AKC it leads to the HX title on that course and stock. In ASCA the Advanced Trial Dog division needs 88 of 125 points to qualify and leads to the ATD title.

Scent work: In AKC Scent Work, the second of 4 difficulty levels, open once the dog has that element's Novice title; hides can be birch or anise. In UKC Nosework it's also the second class, and the target odor is anise.

Advanced hunt test titles (JHA, SHA, MHA)

HUNT TESTS · AKC

Spaniel and pointing breed titles for dogs that keep testing after earning JH, SH or MH. The dog needs 5 more qualifying scores at that level, each with an overall average of 8 or better instead of 7.

Advanced Novice and Advanced Open (ACD, ACDX)

OBEDIENCE · UKC

UKC "additional titling" obedience classes with no prerequisite title and no A or B divisions. Three qualifying scores at 3 different trials earn the Advanced Companion Dog (ACD) or Advanced Open Companion Dog (ACDX) title.

Advanced Puller and Versatile Puller titles (AP, VPN, VPA, VPE, VPU)

WEIGHT PULL · UKC

UKC weight pull titles for dogs that already have the UWP, earned with UWP-level qualifying pulls. AP takes 10 and repeats as AP2, AP3. The Versatile Puller titles take 10 to 20 pulls spread over 2, 3 or all vehicles and surfaces.

Advanced title (A)

DOCK DIVING · NADD

The NADD title after a division title, with an A on the end (DNA, AJA, HDSA). Distance needs 25 more qualifying jumps in that division (30 in all); Air Retrieve and Hydro Dash need 10 more (15 in all). Elsewhere, Advanced is a rally class.

Advanced Trick Dog (TKA)

AKC PROGRAMS · AKC

The third Trick Dog title. A dog with the Novice and Intermediate titles performs 10 tricks from the Advanced list, none used for an earlier title, with no lures. Food and clickers are still fine as rewards.

A-frame

AGILITY · AKC, ASCA, CPE, NADAC, UKC, UKI, USDAA

A contact obstacle of two ramps meeting at a peak. The dog climbs one side, comes down the other and must put a paw in the contact zone at the bottom. AKC lowers it to 5 feet for 4 and 8 inch jumpers.

AGCH (Agility Grand Champion)

AGILITY · AKC

An AKC title for top-level Qs in every class: 100 each in Standard and JWW, 75 each in FAST and Time 2 Beat, and 50 each in Premier Standard and Premier JWW. Regular and Preferred Qs can be mixed, and repeats add a number.

Agility Dog (AD)

AGILITY · USDAA

USDAA's Starters versatility title: the Starters Standard title plus one title in each of Gamblers, Jumpers, Relay and Snooker. The Advanced and Masters versions are Advanced Agility Dog (AAD) and Master Agility Dog (MAD).

AG.M.CH. (Agility Master Champion)

AGILITY · CKC

CKC's agility championship, a prefix for a dog that holds both Master Excellent titles, Standard (AG.M.X.) and Jumpers With Weaves (AG.M.X.J.). More sets of 10 perfect scores in both Master classes add a number, as in AG.M.CH2.

Air catch (mid-air catch)

DISC DOG · USDDN

In USDDN Toss & Fetch, a catch made in a clear leap with all 4 paws off the ground. It adds half a point in the 10 to 40 yard zones. If the judge isn't sure, it counts as a ground catch.

Air Retrieve (AR)

DOCK DIVING · NADD

A NADD discipline where the dog leaps off the dock to pull down a bumper hanging 2 feet above dock level. After each grab the bumper moves 1 foot farther out, from 6 feet (Open) or 4 feet (Lap). The farthest grab is the score.

AKC Community Canine (CGCA)

AKC PROGRAMS · AKC

The advanced level of the CGC program, shown as CGCA on the dog's record. With a CGC already on record, the dog passes 10 items on leash and without food in real places, like a dog show crowd or busy sidewalk, not a ring.

AKC Disc Dog titles (DDB, DDS, DDG, DDP, DDU)

DISC DOG · AKC, UPDOG

AKC titles for UpDog play. Earn the same medal UP (Bronze, Silver, Gold, Platinum or Unobtainium) in 3 different games, then apply to AKC with proof. Only Level 1 counts, and a higher medal replaces the lower one after the dog's name.

AKC Family Dog Program

AKC PROGRAMS · AKC

AKC's umbrella for its programs aimed at family pets and their owners. It covers the 4 CGC levels (S.T.A.R. Puppy, CGC, Community Canine and Urban CGC) plus Trick Dog, FIT DOG, Therapy Dog and the Temperament Test.

AKC flyball titles

FLYBALL · AKC, NAFA

On request, AKC adds 4 NAFA titles to a dog's AKC record: FDCH (champion), FM (master), ONYX, and FGDCH (grand champion). You send a title application, and the dog needs an AKC registration, PAL, FSS or Canine Partners number.

AKC S.T.A.R. Puppy (STR)

AKC PROGRAMS · AKC

A puppy class award for dogs up to 1 year old. After a class of at least 6 weeks, the puppy and owner pass a 20-item test (Socialization, Training, Activity, Responsibility). Dogs with an AKC number can record it as the STR title; others get a certificate.

AKC Temperament Test (ATT)

THERAPY DOG · AKC

A pass or fail test of how a dog 1 year or older reacts to people, noises, odd sights, strange footing, motion and a surprise, with no food allowed. Passing twice under 2 different evaluators earns the ATT suffix title.

AKC Therapy Dog titles (THDN, THD, THDA, THDX, THDD, THDS)

THERAPY DOG · AKC

Titles for logged visits with a certified therapy dog: THDN at 10, THD at 50, THDA at 100, THDX at 200, THDD at 400 and THDS at 600. Mixed breeds qualify too, using a Canine Partners number.

AKC Trick Dog

AKC PROGRAMS · AKC

AKC's trick title program, with 5 titles from Novice to Elite Performer. A CGC Evaluator watches the tricks in person or on video and signs a checklist, then the owner applies to AKC. Titles go on the dog's AKC record, and the earliest age is 4 months.

AKC Trick Dog Competition

AKC PROGRAMS · AKC

AKC's yearly trick contest, held virtually, with separate rules and entry forms for adult, junior and international handlers. AKC names an overall winner and semifinalists.

AKC Urban CGC (CGCU)

AKC PROGRAMS · AKC

A CGC level tested in a city or town, with traffic, street crossings, noise, stairs or an elevator, a dog-friendly building and a car or transit ride. The dog needs a CGC on record and passes all 10 items on leash, without food.

Alert

SCENT WORK · AKC, C-WAGS, CPE, NACSW, UKC

Scent work: The word you say to tell the judge your dog has found a hide, and a find only counts once you call it. If the judge asks "Where?", point to the spot. A hand signal can stand in if the judge agrees first.

C-WAGS scent work: In C-WAGS scent, the handler's call that the dog has found a hide: saying "Alert" clearly, raising an arm, or both. A wrong call is a fault, and the judge may ask you to point to the spot without touching it.

All Dogs Parkour tracks and titles (ADP-L1 to ADP-L5, ADP-CH)

PARKOUR · ADP

All Dogs Parkour titles by video. Everyone starts on the Regular track, filming 12 exercises at one spot per entry, from ADP-L1 to ADP-L5 (plus ADP-CH). Premier and Sequence open after Level 1, Grand Champion (ADP-GrCH) after Level 5.

All Rally Champion (ARCH)

RALLY · WCRL

The first WCRL combined-level championship. After the Level 1 and Level 2 titles, a team needs 100 points from scores of 191+ in the Level 1 B and Level 2 B classes (at least 30 from each) plus 5 double Qs of 190 or better.

All-breed show and specialty show

CONFORMATION · AKC

An all-breed show offers classes for every AKC breed, then groups and Best in Show. A specialty is for one breed (or one breed's varieties), often held by its breed club; the parent club's yearly one is called the National.

Amateur

HUNT TESTS · AKC

In AKC field trials, a handler who isn't paid to train or handle hunting dogs. Pointing breed rules require 2 years with no pay of any kind, spaniel professionals can switch back once after 2 years, and retriever trials let each trial's committee decide.

Amateur Field Champion (AFC)

HUNT TESTS · AKC

AKC's field trial championship for a dog placing with an amateur handler. Retrievers need 15 points, or 10 from open stakes, including a win; pointing breeds need 10 points in amateur stakes with 2 wins; spaniels need 2 Amateur All-Age wins or 1 win plus 10 points.

Amateur-Owner-Handler class (AOH)

CONFORMATION · AKC

An AKC class for non-champions 6 months and older, shown by their registered owner. The owner can never have been a professional handler, a pro's assistant or an AKC conformation judge, and a current pro's family or household can't enter it either.

American-bred class

CONFORMATION · AKC

An AKC class for non-champions 6 months and older that were both conceived and born in the United States. CKC's matching class is Canadian Bred, for dogs born in Canada.

Anise

SCENT WORK · AKC, CPE, NACSW, UKC

Aniseed essential oil (not star anise), one of the standard target odors. AKC adds it from Advanced up and CPE from Level 2, and NACSW can use it at any level. In UKC it's the only odor in the Advanced class.

Apprentice Water Dog (AWD)

WATER WORK · PWDCA

The second PWDCA water level: an underwater retrieve, a longer dummy retrieve from shore, carrying a dummy out to the boat and riding, fetching a floating line, and a 2 minute swim with the handler. Every article comes back to hand.

Approach (earthdog)

EARTHDOG · AKC

The first part of a Junior or Senior Earthdog test: getting from the release point to the quarry in time. Junior dogs get 45 seconds; Senior dogs get 90, must keep searching, and must push at least 30 feet forward.

ARCHX, ARCHEX and ARCHMX

RALLY · WCRL

The WCRL championships after ARCH, in order. ARCHX takes 5 more double Qs of 195+ in Levels 1 and 2; ARCHEX takes 10 double Qs of 195+ in Levels 2 and 3; ARCHMX takes 10 triple Qs of 195+ in Levels 1, 2 and 3.

ARF (Agility-Rally-Freestyle)

RALLY · C-WAGS

An off-leash C-WAGS rally class of 19 to 22 signs, 8 or more of them ARF signs. Up to 4 are done with the dog on your right, and there may be a pass or fail freestyle sign of 4 moves you pick. Four Qs earn CW-ARF.

Armband

AGILITY, CONFORMATION, GENERAL · AKC, ASCA, CPE, UKC

Agility: The number a handler wears to match the run to the entry. AKC clubs may hand out an armband or sticker with the catalog number, and you must wear it. CPE adds a letter for the height category: V (Veterans), T (Enthusiast) or S (Specialist).

Conformation: At an AKC dog show the armband carries the dog's catalog number, which the judge checks against the judge's book. A dog entered in several classes of its breed keeps one number, and Beginner Puppy "exhibition only" dogs get an E in front, like E17.

Around (parkour)

PARKOUR · ADP, IDPKA

A parkour behavior where the dog leaves you, circles an object and comes back to you, shown in both directions. IDPKA's Novice version needs the object at least 3 feet away; All Dogs Parkour calls it Go Around.

Articles (tracking)

TRACKING · AKC, ASCA

Personal items carrying the tracklayer's scent, dropped along the track for the dog to find; the handler hands them to the judges at the end. A TD has 2 (start and end), a TDX or VST 4. AKC's TDU has 3, ASCA's has 2.

ASCA arena courses (A to H)

HERDING · ASCA

ASCA's 8 standard arena layouts, lettered A to H. Each mixes a take pen or a gather, numbered fence and panel obstacles, a center chute or free-standing pen, and a re-pen. The letters don't match AKC's Courses A to D.

ASCA trial dog titles (STD, OTD, ATD)

HERDING · ASCA

ASCA's arena titles: Started, Open and Advanced Trial Dog, each earned separately on cattle, sheep or ducks. A dog needs 2 qualifying scores under 2 different judges in that division and class of stock.

ATCH (ASCA Agility Trial Champion)

AGILITY · ASCA

ASCA's championship in the Championship program: after each Elite title, a dog needs 200 more Regular points and 100 each in Gamblers and Jumpers. Each further set adds a Roman numeral, such as ATCH-II.

ATD-M and ATD-X

HERDING · ASCA

ASCA titles for Advanced dogs who prove themselves across courses: 2 scores on Course A, 2 on Course B and 2 each on 3 more of Courses C to H. ATD-M needs qualifying scores; ATD-X needs 100 or higher on each.

ATT evaluator

THERAPY DOG · AKC

An AKC obedience or rally judge, or an approved CGC evaluator, who has passed AKC's online ATT training and exam. The evaluator lays out the test, trains the stewards who deliver each stimulus and reports results to AKC within 7 days.

ATT test categories

THERAPY DOG · AKC

The 6 groups of ATT items: social, auditory, visual, tactile, proprioceptive (motion) and an unexpected stimulus. Each item scores 0 to 4. A 0, more than one 1, more than three 2s, or any aggression or extreme shyness means "needs work" rather than a pass.

Attempt

HERDING · AKC, ASCA

A try at moving the stock through an obstacle. AKC counts one once the stock cross the obstacle's plane or run past it. ASCA leaves it to the judge, though 2 or more head breaking over a runaway line counts. Both allow 2 per obstacle.

Award of Excellence

RALLY · WCRL

A WCRL honor added to a level title when the team's first 3 runs at that level all score 190 or higher. NQs and eliminations count among those first 3 runs.

Award of Merit (AOM)

CONFORMATION · AKC

An extra club award a judge may give right after the breed awards, to other dogs the judge thought highly of. The club sets how many and who's eligible. It isn't an AKC award, so a Select outranks it.

Away to me (way to me)

HERDING · AKC

The command that sends the dog counterclockwise around the stock, to its right. AKC's glossary spells it "way to me"; many handlers shorten it to "away".

B

Babbling

COONHOUND · AKC, UKC

In a nite hunt, a hound barking where there's no track to be found. UKC defines it as opening 3 times, or being struck, with no track evident, and minuses the strike. AKC minuses the hound the first time and scratches it the second.

Back transport

PROTECTION · DVG AMERICA, FCI, USCA

An IGP 2 and 3 exercise: handler and dog follow the helper for about 30 paces, roughly 8 paces behind, the dog watching him closely. Then a side transport, dog between handler and helper, takes him to the judge (in IGP 3, after a surprise attack).

Back up

DRAFT WORK, PARKOUR · ADP, BMDCA, IDPKA, NCA

Dog parkour: The dog reverses with its rear feet up onto a raised object without sitting down. All Dogs Parkour needs at least hock height; IDPKA starts with 3 backward steps on flat ground at Novice, then hock and shoulder height objects at the higher levels.

Draft work: The hitched dog walks backward, pushing its rig. NCA tests want a wheeled rig moved at least 3 feet, or the dog to step back 1 foot if a sled or travois can't roll. BMDCA asks 1 foot in Novice, 4 in Open.

Backing

HUNT TESTS · AKC

The pointing breed word for honoring. When a dog sees its bracemate on point, it stops and holds, usually in a pointing stance of its own, instead of moving in on the bird. Senior and Master hunt test dogs must back.

Backside (back side jump)

HANDLING

Sending the dog to jump a bar from the side it can't see on its approach, so it has to go around the wing first. A backside slice takes that bar on an angle; a backside wrap turns tight around the wing.

Back-weaving

AGILITY · AKC, NADAC, UKI, USDAA

Weaving through the poles in the wrong direction. AKC calls it a wrong course once the dog crosses the line of poles 3 times backward, and USDAA also scores a wrong course. NADAC charges 10 faults, and UKI eliminates the run.

Balance (balance point)

HERDING · AKC

The spot, usually across the stock from the handler, where the dog has the most control over where the stock go. Judges look for a dog that works from it on the fetch and drive.

Ball formation (treibball)

TREIBBALL · NATE

The cluster of balls, about 6 inches apart with the point ball alone in front, that starts most NATE games. On the first send the dog goes around it, not through, and it must stay intact until the dog touches it.

Balls N Order (TE-NBO, TE-IBO, TE-ABO, TE-EBO)

TREIBBALL · NATE

A NATE treibball game where the point ball goes in first and the rest must follow in a set order, by number or by color. Every dog starts it at Novice, whatever its level in other games.

Bar jump (hurdle)

AGILITY, OBEDIENCE, RALLY · AKC, ASCA, CPE, NADAC, UKC, UKI, USDAA

Agility: The basic agility jump: a bar resting in cups between two uprights, set at the dog's jump height, that falls if hit. Only the top bar counts, and USDAA and ASCA don't fault a knocked lower bar. USDAA and UKC call jumps hurdles.

Obedience and rally: A single black and white striped bar resting on 2 uprights, set so it falls if the dog hits it. It's one of the 2 jumps in Utility's directed jumping exercise and appears on some rally courses.

Barn Hunt

BARN HUNT · BHA

Dogs search a ring of straw or hay bales for rats kept safe in tubes, plus climb a bale and go through a bale tunnel. You call "Rat!" when your dog shows a find. Any dog that fits an 18-inch-wide tunnel can play.

Barrel

AGILITY · NADAC, UKC

An upright barrel the dog runs around. NADAC uses it in Grounders and Gamblers, never Regular Agility, and in Gamblers it counts once the dog gets at least 90 degrees around. UKC uses it in its standard classes in place of the old closed tunnel.

Barrelers

AGILITY · NADAC

A former NADAC class run around barrels. NADAC merged it with Hoopers into the Grounders class, and it isn't among the 8 titling classes in the current handbook.

Base of tail

DOCK DIVING · NADD

The spot where a dog's tail joins its body. A NADD Distance jump is measured from the dock's edge to where that spot first hits the water, not to where the nose lands.

Baseball (CDSP)

OBEDIENCE · CDSP

An optional 20-point bonus in CDSP Utility B. The dog runs out, stops and sits, then fetches whichever of 3 gloves (laid out like bases) the judge names. The points add to the score but not to placements or High in Trial.

Basic control

DRAFT WORK · WATER WORK · BMDCA, NCA

The on-land opener in NCA water and draft tests: a short controlled walk, then a recall. Beginner divisions do it on leash; Junior water and Draft Dog do it off leash. At BMDCA draft tests only Novice Draft does it.

BCAT

FAST CAT · AKC

The first Fast CAT title, earned at 150 points. Titles come in order, so BCAT always comes before DCAT and FCAT.

BDD (Beginner Draft Dog, Brace Draft Dog)

DRAFT WORK · BMDCA, NCA

The same letters name two titles. From the NCA it's Beginner Draft Dog, an entry test done on a loose leash with a half mile haul. From the BMDCA it's Brace Draft Dog, 2 dogs hitched side by side passing the Brace Open Draft class.

Beginner

AGILITY · UKC, UKI

In UKI, Beginners is the first level of the International and Speedstakes programs, left after 12 points (8 from agility in International). In UKC, Beginner Agility is the first Standard class, split into A and B sections, with 3 Qs earning the BA title.

Beginner Novice (BN)

OBEDIENCE · AKC, ASCA, UKC

An entry-level obedience class. In AKC and ASCA, heeling follows rally-style signs, and the dog also does a figure eight, sit for exam, sit stay and recall; 3 Qs earn the BN. UKC's Beginner Novice also earns a BN but has its own exercises.

Beginner Water Dog (BWD)

WATER WORK · NCA

The NCA's optional first water title. Parts are done on leash, a floating tab leash can help ease the dog into the water, and the work includes take, hold and give, simple retrieves and a boat tow. It isn't needed to enter Water Dog.

Beginning Tracking Dog (BTD)

TRACKING · ASCA

ASCA's optional starter tracking title. The track is 175 to 250 yards with 2 turns and 15 minutes to 1 hour old, and you can pick the tracklayer, even a family member. Once a dog has a TD or TDU it can't enter.

Bench show (coonhound)

COONHOUND · AKC, UKC

The coonhound conformation event. Males and females show apart in Puppy (6 months to 1 year), Junior (1 to 2 years) and Senior (2 and up); class winners meet for Best of Breed, then Best Male or Female of Show (UKC) or Best in Show (AKC).

Best Bred-By-Exhibitor and the Bred-By medallion

CONFORMATION · AKC

An extra award picked after Best of Breed from dogs entered in the Bred-by-Exhibitor class, with BBE groups and Best in Show at some shows. A breeder who finishes a champion with every point won from that class gets an AKC Bred-By medallion.

Best in Field (BIF)

LURE COURSING · AKC

The last run of an AKC lure coursing trial, for the Best of Breed winners. The top-scoring hound wins and gets the highest number of championship points earned by any hound in that run, as long as at least 2 hounds ran.

Best in Show (BIS) and Reserve Best in Show (RBIS)

CONFORMATION · AKC, CKC, UKC

The last award of an all-breed show, judged among the group winners: 7 in AKC and CKC, 8 in UKC. The judge also picks a Reserve Best in Show from the other group winners, and AKC judges announce Reserve first.

Best of Breed (BOB) and Best of Variety (BOV)

CONFORMATION · AKC, CKC, UKC

The top award in a breed. In AKC it's judged among the champions entered (specials), Winners Dog, Winners Bitch and any undefeated non-regular class winners, and the winner goes on to its group. Breeds with varieties, like the 3 Poodle sizes, award Best of Variety.

Best of Opposite Sex (BOS)

CONFORMATION · AKC, CKC

Picked right after Best of Breed: the best dog of the other sex in the Best of Breed ring, so if BOB went to a bitch, BOS goes to a dog. In AKC and CKC it earns Grand Championship points for a champion.

Best of Winners (BOW)

CONFORMATION · AKC, CKC, UKC

Winners Dog against Winners Bitch, judged after Best of Breed; if either won BOB, it takes BOW too. In AKC the BOW dog gets whichever of the two point counts is higher. UKC's version is Best Male against Best Female, worth 5 points.

BH-VT (companion dog test)

PROTECTION · DVG AMERICA, FCI, USCA

The test every IGP dog passes before its first title: a short obedience routine, then a pass or fail check of how calmly the dog handles people, cyclists and cars in public. There's no bite work. USCA asks for 42 of 60 obedience points.

Biathlon

AGILITY · UKI, USDAA

A two-round event scored together. UKI's Agility Biathlon pairs a Jumping round and an Agility round, least faults winning. USDAA's Masters Challenge Biathlon pairs Masters Challenge Standard and Jumpers, and each round also counts for titles.

Bikejoring

MUSHING · IFSS, ISDRA

Riding a bicycle while one dog in harness pulls it on a bungee tugline. IFSS requires brakes on both wheels and a helmet, and its races run 2 to 8 km. You can pedal, but you mustn't ride ahead to pace the dog.

Birch

SCENT WORK · AKC, CPE, NACSW, UKC

Sweet birch essential oil. AKC Novice, CPE Level 1 and UKC Novice use only birch, so it's the first odor a dog meets in those programs, and AKC and CPE keep it at every level above. NACSW uses it alongside anise and clove.

Bird boy (bird thrower)

HUNT TESTS · AKC

The helper out in a retriever field who throws a bird into the air, usually next to a gunner, to set up a mark. In hunt tests they wear dark or hunting clothes, and some stay hidden behind a camouflaged blind.

Bird field and back course

HUNT TESTS · AKC

Parts of a pointing breed hunt test course. The brace hunts the back course, and a bird field, if used, is an area of 5 acres or more with released birds: at least 6 minutes there in Junior, 8 in Senior and Master.

Bitch and dog

CONFORMATION · AKC, CKC

Show words for the sexes: a bitch is a female and a dog is a male. Classes are split by sex and named that way, so you'll hear "Winners Bitch" and "Open Dogs" called to the ring. UKC says Male and Female instead.

Bite suit

PROTECTION · FCI, NARA, PSA, USMRA

The padded full-body suit a decoy wears so the dog can bite arms, legs or body. French Ring and Mondioring rules set how deep a grip it must allow (at least 7 cm). PSA requires one whenever the dog isn't on leash or muzzled.

Blank area

SCENT WORK · AKC, CPE, NACSW, UKC

A search area with no hide in it. The dog still searches, and the handler calls "Finish" without calling any alerts. Blanks only show up at upper levels, such as AKC Master Interior, NACSW NW3 and Elite, or CPE Level C.

Blanket (yellow, pink and blue)

LURE COURSING · AKC

The bright colored cloth a hound wears on course so judges can tell the dogs apart. The first hound drawn wears yellow and starts on the left, the second wears pink in the middle, and the third wears blue on the right.

Blind

BARN HUNT, HUNT TESTS, WATER WORK · AKC, BHA, PWDC A

Barn Hunt: The screened waiting area beside a Barn Hunt ring where the next 4 to 6 teams (4 or 5 in Master) wait their turn. It keeps them from seeing the ring and the rats being moved. Hides change between blinds.

Hunt tests and field trials: In retriever events, a retrieve of a bird the dog didn't see fall, so the handler steers it there with whistle and hand signals. Senior and Master tests need land and water blinds. It's also a hide for gunners, throwers or waiting dogs.

Water work: In PWDC A water trials, a blind retrieve: the dog didn't see the floating line being put out, and the handler sends and directs it there. At Working level the line is in the water off the boat; at Courier it's lying on shore.

Blind cross

HANDLING

A side change made in front of the dog where the handler turns their back to the dog for a moment, instead of turning to face it as in a front cross.

Blind search (search for the helper)

PROTECTION · DVG AMERICA, FCI, USCA

The first IGP protection exercise. Sent from the center line, the dog runs out and around each hiding blind in turn until it finds the helper in the last one. IGP 1 uses 2 blinds, IGP 2 uses 4 and IGP 3 uses 6.

Blocking

DOCK DIVING · NADD

Placing your dog at the very edge of the dock, in front of your feet, so it has no choice but to go in. Every NADD jump must be the dog's own choice: you get one warning, then the whole splash is an NQ.

BMDCA Advanced and Master draft titles (ANDD, MDD, ABNDD, MBDD, GMDD)

DRAFT WORK · BMDCA

BMDCA titles for passing the same class 5 times, with at least 7 different judges across those passes: ANDD (Advanced Novice Draft Dog), MDD (Master Draft Dog), ABNDD (Advanced Brace Novice) and MBDD (Master Brace). Holding all four earns GMDD, Grand Master Draft Dog.

Bonus and Super Bonus

BARN HUNT · BHA

Extra Crazy 8s points for a fast clean run. Finishing everything in 1:45 or less adds 5 points (the judge calls "Bonus"), and 1:30 or less adds another 5 ("Super Bonus"), for a top score of 110.

Bonus exercise

RALLY · WCRL

An optional, marked station on every WCRL regular course that's worth up to 10 extra points, so a score can reach 210. Teams can skip it without penalty or retry it once for at most 7 points.

Bonus points

HAPPY RATTERS · HAPPY RATTERS

In Happy Ratters, the judge may add 10 points for a dog that hunts well on its own, takes direction well, clearly loves the job, shows better teamwork or makes the judge smile. A correct "clear" call can earn bigger bonuses.

Bonus zone (bonus strip)

DISC DOG · USDDN, UPDOG

A strip down the middle of a distance field. In USDDN Super-Pro Toss & Fetch it's 5 yards wide, runs from 10 to 50 yards and adds half a point. In UpDog ThrowNGo it's 10 yards wide and doubles a catch past the 10-yard mark.

Boundary style

HERDING · AKC

An optional way to run AKC's Pre-Trial Test, open to any breed. The dog lifts the stock near the pen, keeps them in a marked graze area for up to 3 minutes, then brings them back through both gates and into the pen.

Bowling

BARN HUNT · BHA

Pushing, shoving or tugging your dog forward to launch it out of the Barn Hunt start box or out of a restraint. It isn't allowed and earns an NQ, though the team finishes the run first.

Box (jump box)

HANDLING

4 jumps set out in a square, used in training and in course design so the dog can be sent around, through or across it in many orders. Also called a jump box or Hobday box.

Box loader

FLYBALL · NAFA, U-FLI

The team member who stands behind the flyball box and reloads a ball for each dog. Apart from fetching balls or fixing a jump, they stay upright on the box and may cheer the dogs on, but may not help them any other way.

Brace

HUNT TESTS · AKC

Two dogs run on the course at the same time. Pointing breed hunt tests and field trials run in braces, each dog with its own handler, and beagle, Basset and Dachshund brace trials run pairs of hounds on rabbit or hare.

Brace class

DRAFT WORK, OBEDIENCE · AKC, ASCA, BMDCA, UKC

Obedience: A non-titling obedience class where one handler works 2 dogs together through the Novice exercises, in step. AKC wants dogs of similar height, ASCA wants the same breed, and UKC couples the pair and judges the 2 dogs as one.

Draft work: In BMDCA draft tests, one handler working 2 dogs hitched side by side to one rig. Brace Novice Draft (BNDD) is for dogs that each hold NDD; Brace Open Draft (BDD) needs DD and BNDD.

Brace, pairs and teams (freestyle)

FREESTYLE · MDSA, WCFO

MDSA titles a brace (1 handler, 2 dogs), a pair (2 handlers, 2 dogs) and a team (3 or more dog and handler teams), each after 2 legs with the same dogs and people. WCFO titles pairs, teams and braces too, marked P, T or B.

Brake and drag mat

MUSHING

The bar brake is a metal claw at the back of the sled that digs into the snow when the musher steps on it. The drag, a rubber mat between the runners (often old snowmachine track), is stepped on to control speed.

Break line

WEIGHT PULL · IWPA, UKC

On snow, a line 2 feet behind the start line. The sled starts there and is moved up to the start line before the pull so its runners aren't frozen to the ground.

Breakout

FLYBALL · NAFA, U-FLI

Running a heat more than 1 second faster than the top seed time in your division, which loses that heat (the top division has no breakout). NAFA still credits the dogs' points; U-FLI gives none. Repeated breakouts end a team's chance to place.

Bred-by-Exhibitor class (BBE)

CONFORMATION · AKC, CKC, UKC

A class shown by the dog's breeder. In AKC it's for non-champions 6 months and older that a breeder still owns, and the handler must be both a breeder and an owner. UKC's Breeder/Handler class lets the breeder's close family show the dog too.

Breed standard

CONFORMATION · AKC

The written picture of the ideal dog of a breed: how it should look, move and behave. Each breed's parent club writes it, judges place dogs by how close they come, and a fault the standard calls a disqualification gets a dog disqualified.

Brevet

PROTECTION · NARA, USMRA

The entry-level protection test before the numbered levels. A French Ring Brevet needs 80 of 100 points, with at least 24 on each bite exercise. The US Mondioring Brevet is optional and needs 75 of 100.

Bridge

BARN HUNT, HAPPY RATTERS · BHA, HAPPY RATTERS

Barn Hunt: An optional flat board a Barn Hunt judge may lay between two bales so a dog can cross a gap. Dogs never have to use one, and standing on a bridge doesn't count as a climb.

Happy Ratters: An obstacle the dog must get all four feet onto, though not all at once. At the lower levels it can be a board or ramp on the ground, a low table or boxes, and you may reward after it.

Broad jump (long jump)

AGILITY, OBEDIENCE, RALLY · AKC, ASCA, CPE, UKC, UKI, USDAA

Agility: Low boards set on the ground in rising order, with a pole at each corner, cleared in one leap. AKC and CPE call it a broad jump; UKI and USDAA say long jump. It's twice the jump height long, and stepping on a board is faulted.

Obedience and rally: A row of low, white, slanted boards the dog leaps across lengthwise. In obedience, the length is twice the dog's high jump height, and fewer boards are used for smaller dogs. The Open class has a broad jump exercise of its own.

Brush bow

MUSHING · IFSS

The curved bumper at the front of a sled that pushes off brush, trees and other obstacles. IFSS requires one on every sled, along with a brake, a braking pad, snow hooks and a dog bag.

Bumper

DOCK DIVING · NADD

A floating, pill-shaped throw toy. In Air Retrieve and Hydro Dash the dog must pull NADD's own approved bumper off its clips, and competitors can't swap in their own.

Buoy ball placement

WATER WORK · PWDCA

A PWDCA Courier exercise. The dog takes the buoy ball's rope in its mouth, swims it past the far site marker, drops it on the handler's command about 10 to 15 feet beyond, and swims back. Master packages repeat it.

Buried search

SCENT WORK · AKC

An AKC Scent Work element where the odor sits at the bottom of a tote box filled with sand or water, under a metal grid so the dog can't dig. The dog picks out which box holds the odor.

Burrow

HAPPY RATTERS · HAPPY RATTERS

The Happy Ratters tunnel obstacle, at least 24 inches across. All four feet must go in, and going in, turning and coming back out still counts. It's up to 3 feet long at the first two levels and up to 20 at Champion and above.

Bye

AGILITY, BARN HUNT · AKC, BHA, UKI, USDAA

Agility: An earned pass past a qualifying round of a big event. A USDAA bye moves the dog to a later tournament round and can't be transferred. UKI byes are for its US Open and West Coast Open, and AKC World Team Bye Events can earn tryout entries.

Barn Hunt: A guaranteed entry to the next National, earned by National gold medalists and top Regional finishers. It covers that dog and that type of class only, and you still pay the entry fee.

Bye-dog

EARTHDOG, HUNT TESTS · AKC

Earthdog: In Master Earthdog, dogs run in pairs, so an odd dog left at the end needs a partner. The test committee picks one from the dogs that already ran or brings in a dog not entered in the class.

Hunt tests and field trials: In pointing breed hunt tests, the dog drawn last with no partner. It can't run alone, so the judges find it a bracemate, often a dog that already ran. In the Master Hunter Excellent test it simply runs by itself.

C

CA (Coursing Ability)

FAST CAT · AKC

The first CAT title. A dog earns it with 3 passes, under at least 2 different judges.

CAA (Coursing Ability Advanced)

FAST CAT · AKC

The second CAT title, earned with 10 passes in total (the CA's 3 plus 7 more).

Callback

HUNT TESTS · AKC

The judges' list of dogs asked back for the next series. A hunt test dog that can no longer qualify isn't called back. Pointing breed judges also use a callback to let a dog show a missing honor or retrieve, never to find birds.

Calling and driving

WEIGHT PULL · IWPA, UKC

The 2 ways to handle a pull. Calling means standing in front of the dog and asking it to come; driving means working from behind the front of the cart or sled. Either way you can't touch the dog or gear until the pull ends.

Call-off

PROTECTION · PSA

A PSA 2 scenario run twice in random order: once the dog is sent down the field and must bite the decoy, once it's sent and must be called back before touching him. Calling it off later, closer to the decoy, earns more points.

Canicross

MUSHING · IFSS, ISDRA

Running on foot with one dog in harness, linked to your waist belt by a bungee tugline. You can't run ahead of the dog or drag it along. IFSS races are 2 to 8 km for adults; ISDRA's line is 5 to 9 feet stretched.

Canine Cabaret (PTP)

FREESTYLE · WCFO

WCFO's tricks to music program, from Beginner through Novice, Intermediate and Advanced to Perfect Trick Partner (PTP). One qualifying performance earns each level, which adds tricks, allows fewer cues per trick and lengthens the music; PTP asks for 25 tricks and 10 transitions.

Canine endangerment

DISC DOG · USDDN

USDDN freestyle deductions for risky landings: a contortion (awkward twist, up to 1 point), a buckle (legs fold and the body hits the ground, 2 to 3) and a slam (body lands first, 3 to 4). Six points in a day disqualifies.

Canine freestyle (musical freestyle)

FREESTYLE · DOGS AUSTRALIA, MDSA, RFE, WCFO

A sport where a dog and handler perform a choreographed routine to music, mixing heelwork, tricks and moves at a distance. Judges look at teamwork, technique and how well the routine fits the music; heelwork to music is the close-work version.

Canine Good Citizen (CGC)

AKC PROGRAMS · AKC

AKC's 10-item good manners test for any dog, purebred or mixed, at any age, given on leash by an approved evaluator. A pass earns a certificate, or the CGC title on the dog's record if it has an AKC number. Many therapy dog groups ask for it.

Capsized raft

WATER WORK · NCA

A WRDX exercise where a steward tips an inflatable raft over 75 feet out and calls for help from underneath it. The dog has to dive under the raft, find the person and bring them out to safety.

Car jacking (civil test)

PROTECTION · PSA

A PSA scenario where the handler sits in a car with the leashed dog in the passenger seat, window down. A plain-clothes decoy with a hidden sleeve chats, then attacks through the window, and the dog must bite, hold and let go on command.

Cast (nite hunt)

COONHOUND · AKC, UKC

The small group of hounds, handlers and a judge that hunt together at a nite hunt, drawn in public. AKC allows up to 4 dogs and uses smaller casts only when the entry can't be split into 4s.

Cast winner

COONHOUND · AKC, UKC

The top scoring hound in its cast. Only a winner with a total score of plus gets a win toward its next nite hunt title, and UKC also requires that it hunted the whole hunt time. Ties are broken in the woods.

CAT (Coursing Ability Test)

FAST CAT · AKC

An AKC pass/fail test, open to any dog, where the dog follows a lure around a turning course of 600 yards (300 for small and flat-faced dogs). To pass, it has to keep going happily and finish inside the time limit.

Catalog

AGILITY, CONFORMATION, GENERAL · AKC, ASCA, CPE

Agility: The list of every entry in a trial, printed after entries close and the running order is drawn. AKC clubs must make an official catalog listing each dog in drawn order with its registration details. ASCA clubs keep a scoring catalog and may print one for exhibitors.

Conformation: At an AKC dog show, the catalog lists every entry by group, breed and class, with the armband number, registered name, birth date, breeder, sire, dam and owner. It also has to print the show's championship point schedule.

C-ATCH (CPE Agility Trial Champion)

AGILITY · CPE

CPE's Level 5 championship for Regular and Veterans dogs: 10 Standard legs plus 5 legs in each of Colors, Wildcard, Snooker, Jackpot, FullHouse and Jumpers. Enthusiast and Specialist dogs earn the matching CT-ATCH and CS-ATCH, and repeats add a number.

Catch (disc dog)

DISC DOG · USDDN, UPDOG

The dog holding the disc firmly in its mouth. UpDog wants that grip kept until the dog lands from an air throw, with close calls going to the team. USDDN still counts it if the disc hits the ground on landing and drops.

Catch pen (run-out)

FAST CAT · AKC

The open stretch past the Fast CAT finish line where dogs slow down and get caught. It must be at least 30 yards long, and 50 is suggested.

Catcher

FAST CAT · AKC

The person waiting in the catch pen at the end of a Fast CAT run to collect the dog and take it out. Toys and treats are fine here once the dog has crossed the finish line.

C-ATE (CPE Agility Team Extraordinaire)

AGILITY · CPE

CPE's Level C title, needing 5,000 points from clean runs: 3,000 from 20 legs in each of the 7 classes and 2,000 from any classes. A dog needs its C-ATCH before the C-ATE is awarded.

CAX (Coursing Ability Excellent)

FAST CAT · AKC

The top CAT title, earned with 25 passes in total. After that a number is added for every 25 more passes, so CAX2 comes at 50.

CDSP (Companion Dog Sports Program)

OBEDIENCE · CDSP

An obedience program open to mixed breeds and dogs with disabilities, with Starter Novice, Novice, Open, Utility and Versatility classes. Scores are out of 200, food rewards are allowed after each exercise, and every dog starts in Starter Novice or Novice.

Certificate of Merit (CM)

CONFORMATION · AKC

An AKC starter title for breeds shown in the Miscellaneous Class, which can't yet earn a championship. BOB and BOS winners earn 1 to 5 points by entry size; 15 points earn the CM, and a later CH replaces it.

Certification (certification track)

TRACKING · AKC, ASCA

A signed statement that a dog has run a practice track as hard as a real TD or TDU. AKC requires one before a dog's first TD or TDU; it lasts 2 years. In ASCA it's optional, but certified dogs get into a test first.

Certified Measurement Judge (CMJ)

DOCK DIVING · NADD

A NADD judge approved to record a dog's official height. A dog needs a CMJ measurement after age 2 to be confirmed as a Lap dog, and a final height of 15 1/2 inches or more needs 2 different CMJs.

Certifying Official (CO)

SCENT WORK · NACSW

The NACSW official who makes sure a trial follows the rules and places every hide. The judges then score each search. UKC used the same title until it renamed the role "judge".

CGC • 5

AKC PROGRAMS · AKC

The Novice Trick Dog shortcut. A dog with a CGC certificate or title already on record counts it as 5 tricks, so it only shows the evaluator 5 Novice tricks instead of 10.

CGC Evaluator (AKC Approved CGC Evaluator)

AKC PROGRAMS · AKC

A trainer approved by AKC to give the CGC, Community Canine, Urban CGC and S.T.A.R. Puppy tests and to sign off Trick Dog tricks. Evaluators must be 18 or older, need 2 or more years of experience training dogs with their owners, and renew every 2 years.

CGC Ready

AKC PROGRAMS · AKC

CGC training run by staff or volunteers at shelters, rescues, prison programs, daycares and board-and-train kennels. A shelter dog can be listed as ready for the CGC test, and the adopter or owner takes it through the test.

CGC test items

AKC PROGRAMS · AKC

The 10 parts of the CGC test: meeting a friendly stranger, sitting for petting, grooming, a loose-leash walk, walking through a crowd, sit, down and stay, coming when called, meeting another dog, 2 distractions, and 3 minutes with the evaluator while the owner is out of sight.

Champion (CH)

CONFORMATION · AKC, CKC, UKC

AKC: 15 points, including 2 majors from 2 different judges, plus a point from a third judge. UKC: 100 points and 3 competition wins under 3 judges. CKC: 10 points under 3 judges with at least one 2-point win.

Champion level

AGILITY · UKI

UKI's top level, reached after 36 Senior points with 12 each from agility, jumping and games (Speedstakes has its own Champion level). Champion points count toward the IAC (or the CSS in Speedstakes).

Champion Parkour Dog (CH-PKD)

PARKOUR · IDPKA

IDPKA's championship, open once you hold the Novice title. Instead of a skills list, you send video of parkour in 5 different settings, spotting, times your dog sensibly declined a move, your fitness plan and how you've both changed.

Champion Tracker (CT)

TRACKING · AKC

The AKC title, written before the dog's name, for holding all 3 tracking titles: a TD or TDU, plus a TDX and a VST. ASCA's top tracking title is the TCH instead.

Championship points

AGILITY, CONFORMATION, HERDING, HUNT TESTS, LURE COURSING · AKC, CKC, UKC

Agility: In AKC these are MACH or PACH points, 1 for each full second under course time on a Master Q. In UKC, a 195 or better in Beginner B or Intermediate B earns 5 to 10 points toward the UACH.

Herding: In AKC herding, points toward the HC title, earned by placing in an Advanced class with a qualifying score. Every Advanced class at the trial counts toward the dog total: 3 to 6 dogs pays 2 to the winner, and 20 or more pays 5.

Lure coursing: In AKC lure coursing, points for placing first to third in a stake or for taking Best of Breed or Best in Field. A win is worth 1 to 5 points, depending on the breed, region and number of starters. A Field Champion needs 15.

Conformation: In AKC and CKC, Winners Dog and Winners Bitch earn 0 to 5, depending on how many dogs competed, and can get more from a BOB or group win. UKC gives 5 per class win and 10 for Best Male or Best Female, plus bonuses.

Hunt tests and field trials: In field trials, points for placing that add up to a Field Champion title. Retrievers get 5, 3, 1 and ½ for first to fourth with 12 or more starters; beagles, Bassets and Dachshunds earn a fraction per starter; pointing breed points grow with the entry.

Championship program

AGILITY · ASCA, USDAA

In USDAA, the full-height path of titles, run in parallel with the lower Performance program. In ASCA, the main titling program (Standard, Veteran Dog and Junior Handler divisions) that leads to the ATCH, alongside the ACE program.

Chances

AGILITY · NADAC

A NADAC distance class of 10 to 16 obstacles with a marked line the handler must stay behind, set farther out at each level (10 feet in Novice, 20 in Elite). It's pass or fail with no placements, and every dog gets 40 seconds.

Change of behavior

SCENT WORK · AKC, NACSW, UKC

The visible shift that tells a handler or judge the dog has hit odor. It can be as small as a head turn or an ear flick, or as clear as a sit. Judges look for it before they confirm an alert.

Change of entry

AGILITY, GENERAL · AKC

Changing an AKC agility entry after it's in, other than a move-up. With a written request 30 minutes before the trial, you can switch from Novice A to B or move down a level. A dog measured into another height can swap Regular and Preferred.

Change of positions

OBEDIENCE · CKC

A CKC Open exercise where the dog, left at a distance, switches between sit, down and stand on one command or signal per change, in an order posted outside the ring, then holds the last position until the handler is back.

Check

HANDLING

A common verbal cue asking the dog to shorten its stride and turn tightly, usually back toward the handler. It isn't a standard word, so each handler decides exactly what it means and teaches that.

Checkpoint

MUSHING · IFSS, IDITAROD

A marked spot beside a distance race trail where mushers must sign in before going on, and only mushers and officials may enter. Supplies can be sent ahead to it, and under IFSS rules it's the only place a tired or hurt dog may be dropped.

CHR (HR Champion)

HAPPY RATTERS · CKC, HAPPY RATTERS

The fourth Happy Ratters standard level and its title: 4 minutes to find 4 hidden rats plus a bridge and a burrow, with no more than 3 faults. The title takes 300 points. The CKC records it as HR Champion.

Chute

WEIGHT PULL · IWPA, UKC

The marked pulling lane, 10 feet or more across and 35 or more in length, holding the 16 feet between start and finish plus room at each end. UKC also calls it the course or track. Both clubs want a chute barrier at least 3 feet high.

Circle points (circled tree)

COONHOUND · AKC, UKC

The score given when hounds strike and tree where a raccoon could be hiding but nobody sees it, so the dogs get the benefit of the doubt. Circled points count as zero and only matter for breaking ties.

CKC title recognition (Happy Ratters)

HAPPY RATTERS · CKC, HAPPY RATTERS

The Canadian Kennel Club records eligible Happy Ratters titles as suffix titles, including ones earned before it started. Its list has XRAT, CHR, REX and some game titles. You apply to the CKC and pay a fee.

Class dogs (the classes)

CONFORMATION · AKC

The dogs that aren't champions yet and compete in the regular classes for points. All of them together are "the classes", as opposed to the specials, who go straight to Best of Breed.

Classes (flyball)

FLYBALL · NAFA, U-FLI

NAFA has 5 classes: Regular (any breeds), Multibreed, Open, Veterans and approved Non-Regular classes. U-FLI's main class is Standard, with Variety for lineups of different breeds, plus Pairs, Singles and Pre-Flight.

Classes of stock (cattle, sheep, ducks)

HERDING · AKC, ASCA

The kind of livestock a run uses. AKC titles name the course and stock. ASCA's classes are cattle, sheep or goats, and ducks or geese; farm trial titles add c, s, d, or m for mixed stock in one run.

Clean run (clear round)

AGILITY, BARN HUNT · BHA, CPE, NADAC, UKI

Agility: A run with no faults, under standard course time. UKI treats a clear round as a Q. NADAC gives 10 points for a clean Regular Agility run and 5 for 5 or fewer faults, and CPE's Level C counts only clean runs.

Barn Hunt: In Barn Hunt's Crazy 8s, a run with no faults where the dog finds all 8 rats, climbs and tunnels inside 2 minutes, for 100 points.

#

"Clear" call

BARN HUNT, HAPPY RATTERS · BHA, HAPPY RATTERS

Barn Hunt: What a Master handler tells the judge once they think the dog has found every rat. Any clear word works, like "Clear" or "Finished". Since Master has 1 to 5 rats, calling clear too early fails the run.

Happy Ratters: Telling the judge you're done when the rat count is unknown (Extraordinaire, Extreme Ratter, Infestation, most Level 5 games). A correct, quick clear earns a 30, 50 or 75 point bonus; calling it with rats left ends the run with no bonus.

C

Climb

BARN HUNT · BHA

A required Barn Hunt element: the dog gets all four feet up on top of a bale (or a straw-covered board). One bale high is enough. Front feet only, hopping over a bale, or standing on a step or bridge doesn't count.

Closed splash

DOCK DIVING · NADD

A NADD event format with set splash times, an entry limit and a running order. You check in at least an hour before your splash and jump when your turn comes.

Closing date (and opening date)

AGILITY, GENERAL · AKC, UKI

The last day and time a trial takes entries. AKC clubs must close at least 7 days before the trial. The opening date is the first day entries are taken: AKC treats earlier entries as invalid, and UKI holds them until a week after opening.

Clove

SCENT WORK · AKC, CPE, NACSW, UKC

Clove bud essential oil, a standard target odor. AKC adds it from Excellent up and CPE from Level 2, and NACSW can use it at any level. In UKC it's the required odor in the Superior class.

collection

HANDLING

The dog shortening its stride before an obstacle so it takes off closer and can turn tightly on landing. Handlers cue it by slowing down, turning toward the dog, or with a verbal like "check".

Colors

AGILITY · CPE

A CPE class with two short courses of 8 to 12 obstacles laid over each other in one ring. The handler picks one and runs it, and only one of the two has a contact.

Combination

AGILITY · USDAA

A USDAA setup of 2 or 3 obstacles that's judged as one obstacle, used in Snooker and some tournament classes. After a correct start, refusals on the later pieces aren't faulted, but the dog must finish the whole sequence the right way before going on.

Combined race

MUSHING · IFSS

An IFSS event where one racer and dog run 2 heats in different disciplines: pulka and skijoring on snow, or canicross then 1-dog scooter on dryland. It's a mass start with a pit stop for the gear change, or 2 timed heats with a rest between.

combined win

AGILITY · UKC

In UKC, scoring at least 195 in each of Beginner B, Intermediate B and Excellent at one trial, with the 3 scores adding up to 590 or more. Five combined wins earn the UGRACH.

Come gee and come haw

MUSHING

Commands that turn the whole team around, 180 degrees, to the right (come gee) or to the left (come haw).

Come-bye (go-bye)

HERDING · AKC

The command that sends the dog clockwise around the stock, to its left. It's the opposite of "away to me".

Command and signal

OBEDIENCE, RALLY · AKC, UKC

A command is a spoken cue from handler to dog; a signal is a silent hand or body cue. Orders, by contrast, are what the judge tells the handler.

Command discrimination

OBEDIENCE · AKC, ASCA

An Open exercise where the dog changes position 3 times (stand, down, sit in some order) on single cues while the handler moves farther away in two 15-foot steps, then stays put until the handler comes back.

Companion Dog (CD, UCD)

OBEDIENCE · AKC, ASCA, CDSP, CKC, UKC

Obedience: The first traditional obedience title, earned with 3 qualifying scores in Novice. AKC and ASCA call it CD; UKC's version is UCD, and its Novice class has different exercises, including an honor and a recall over a high jump.

CDSP and CKC obedience: CDSP's version is the CD-C: 3 Qs of 170 or more in Novice A or B, with food rewards allowed. CKC's CD takes 3 Novice Qs of 170 or more under 2 different judges, with more than half the points in each of the exercises.

Companion Dog Excellent (CDX, UCDX, ODX)

OBEDIENCE · AKC, ASCA, CDSP, CKC, UKC

Obedience: The Open-level obedience title, earned with 3 qualifying scores in Open. UKC calls it UCDX. ASCA offers 2 Open titles: CDX, and ODX (Open Dog Excellent), which swaps 2 exercises for "Directed Open Exercises"; a dog enters only one per trial.

CDSP and CKC obedience: CDSP's CDX-C takes 3 Qs of 170 or more in Open A or B. CKC's CDX takes 3 Open Qs of 170 or more under 2 judges; its Open has 7 exercises, including a change of positions.

Companion Dog Intermediate (CDI)

OBEDIENCE · CKC

A CKC title from the optional Novice Intermediate class, for dogs with a CD. It adds a drop from heel, recalls holding the dumbbell (one over the high jump) and a recall over the broad jump. Three Qs of 170+ under 2 judges earn it.

Confirmation (judging schedule)

AGILITY, GENERAL · AKC, CPE

The notice a club sends before the trial confirming your entries. CPE confirmations go out at least 7 days ahead and handlers are expected to check them. AKC clubs send a judging schedule with your dog's catalog number at least 7 days before the first day.

Conformation

CONFORMATION · AKC, CKC, UKC

The formal name for dog shows: judges compare purebred dogs to the written standard for their breed. Dogs move up from classes to Best of Breed, the group and Best in Show, and wins earn points toward a championship.

Connection

HANDLING

The link between handler and dog during a run, mostly the handler looking at the dog at the right moments so it can read their cues. It doesn't need direct eye contact; many dogs only need to see the handler's side.

Contact zone

AGILITY · AKC, ASCA, CPE, NADAC, UKC, UKI, USDAA

The painted bottom part of the A-frame, dog walk and teeter, which the dog must touch on the way down. AKC makes it bright yellow and 42 inches on all three. UKI and USDAA use 42 inches on the A-frame and 36 on the others.

Container search

SCENT WORK · AKC, CPE, NACSW, UKC

An element where the dog checks a group of containers and shows which one holds odor. Low levels use matching cardboard boxes in simple rows or shapes; higher levels add luggage, bins, bags or flowerpots in any pattern, often with distractors inside.

Control with distractions

DRAFT WORK · BMDCA

A BMDCA draft exercise where stewards stage 2 distractions about 10 feet from the working dog, one mostly noise (a bell, a horn) and one mostly visual (a thrown ball, an umbrella). The dog may stop and look but mustn't leave its path or chase.

Coonhound field and water race championships (FCH, GRFCH, WCH, GRWCH)

COONHOUND · AKC, UKC

UKC's Field and Water Race Champion take 100 points, with First Line and First Tree in one Grand Final; Grand takes 8 final wins. AKC asks 200 points plus both final wins at one trial, then 3 final wins each for Grand and Supreme Grand.

Coonhound Show Champion and Grand Show Champion (CH, GRCH)

COONHOUND · AKC, UKC

Bench show titles. Both clubs ask 100 points under at least 2 judges plus a Best of Show win with competition. UKC's Grand needs 8 Champion of Champions wins at 8 shows; AKC's Grand and Supreme Grand each need 3 Champion class wins.

Courage test (long attack)

PROTECTION · FCI, PSA, USCA

The long bite: a helper charges from a distance, shouting and threatening, and the dog is sent to meet him head-on. The FCI's name for it is attack on the dog out of motion. PSA's PDC and PSA 1 have their own test of courage.

Courier pouch exchange

WATER WORK · PWDCA

The first PWDCA Courier exercise. The dog jumps from the handler's boat with a pouch, swims it to a steward in a second boat at the other site marker, about 50 feet away, picks up another pouch there and brings it back.

Courier Water Dog (CWD, CWDX)

WATER WORK · PWDCA

The PWDCA level after Working, built on jobs fishing dogs once did: a pouch swap between boats, a blind retrieve from shore, a directed double retrieve, a net retrieve and a buoy ball placement. 2 more passes, at 2 sites under 2 judges, earn CWDX.

Course A (herding)

HERDING · AKC

AKC's all-around arena course. After an outrun, lift and fetch, the dog moves the stock through a Y chute, a Z chute, a runway or hold pen and a centerline gate, then into the pen. 100 points, with ties broken on the cross drive.

Course analysis

HANDLING

Studying the course map and the walk-through to work out the best path for your dog and the handling moves that will show it that path, including where to slow down, sprint or send.

Course and control points

HERDING · ASCA

ASCA's two kinds of points on every section of a run. Course points go by how many head get through an obstacle, however it happens. Control points reward how well the dog handled the stock and worked with the handler.

Course B (herding)

HERDING · AKC

AKC's open field course, laid out as a triangle. The dog's outrun grows by level (up to 1,200 feet on sheep and cattle in Advanced), then come gates, a pen and a hold, or a shed in Advanced.

Course C (herding)

HERDING · AKC

AKC's tending course, run only on sheep (at least 20). Handler and dog take the flock out of a pen, along a narrow road, over a bridge, past traffic and into graze areas, then pen them again, over 440 to 880 yards.

Course D (herding)

HERDING · AKC

AKC's ranch and farm course, built fresh for each event by a course director and posted an hour before. It mixes arena, pen and field work, with a gather, fetch or drive, take pen, free-standing obstacle and exhaust pen at every level.

Course delay

LURE COURSING · AKC

A 1 to 5 point penalty when a handler or hound holds up a course: being slow to start, a hound breaking away from its handler before the start, or a hound that won't come back after "Retrieve your hounds." Repeat delays add up.

Course director

HERDING · AKC, ASCA

The trial official in charge of the course. In AKC it's a Course D role: designing the course, caring for the trial stock, keeping loose dogs away and setting tie-breakers. In ASCA they approve the dogs that set out stock and keep other dogs confined.

Course faults and time faults

AGILITY · AKC, ASCA, CPE, NADAC, UKC, UKI, USDAA

Course faults are for mistakes like a dropped bar, a refusal or an off course. Time faults are for going over standard course time: UKI, USDAA, NADAC and ASCA count fractions of a second, CPE drops them, and AKC takes 1 to 3 points a second by level.

Course (lure coursing)

LURE COURSING · AKC

One run of 1, 2 or 3 hounds behind the lure, from "Are you ready?" until every hound is caught. The layout is at least 600 yards with no turn sharper than a right angle, and the lure reverses for the final.

Course map

AGILITY, RALLY · AKC, ASCA, NADAC, WCRL

Agility: The judge's drawing of the course, with every obstacle numbered in the order the dog takes it.

NADAC uses it to show which way to go around a barrel, and ASCA marks two-way start lines on it.

Rally: The judge's numbered drawing of a rally course, showing every sign and the path the team takes. It's posted at the ring before the walkthrough.

Course time (run time)

AGILITY · AKC, ASCA, CPE, NADAC, UKC, UKI, USDAA

How long the dog takes from the start line to the finish line, recorded to 1/100 of a second. It's checked against standard course time for time faults and used to break ties for placements.

Crazy 8s

BARN HUNT · BHA

An optional Barn Hunt points class open to any dog: 2 minutes to find 8 rats among 4 litter tubes, at 10 points per rat, tunnel and climb. Skipping one, or a first wrong call, costs 20. A Q needs 1 rat and 10 points.

Crazy 8s titles (CZ8B, CZ8S, CZ8G, CZ8P)

BARN HUNT · BHA

Titles for points added up across Crazy 8s runs: Bronze at 500, Silver at 1,000, Gold at 1,500 and Platinum at 2,000. Past Platinum they keep coming every 500 points, so 2,500 is CZ8PB and double Platinum is CZ8P2.

Creativity (parkour)

PARKOUR · ADP, IDPKA

Showing several different parkour behaviors on a single object, for example getting on, going under and going around the same bench. IDPKA asks for 2 at Training Level up to 7 at Expert; All Dogs Parkour's version is called Novel Uses.

Creeping and controlled break

HUNT TESTS · AKC

Creeping is a retriever inching forward on the line before it's sent; a controlled break is starting to go and being stopped by the handler. Junior and Senior judges lower the Trainability score, and in a Master hunt test a controlled break scores 0.

Criterion and Performance rounds

DISC DOG · UPDOG

The 2 kinds of UpDog freestyle round. Criterion is scored out of 100 on dog, human, teamwork and catch success, with feedback sheets. Performance adds a performance (showmanship) category, and costumes and props are allowed, with props off the field before the first throw.

CRN (Competition Racing Number)

FLYBALL · NAFA

The NAFA number a dog needs before it races or even warms up at a sanctioned tournament. It records the dog's breed or mixed-breed status and can't be moved to another dog. A dog on a time sheet without one costs the team its points.

Crook (stock stick)

HERDING, TREIBBALL · AKC, ASCA, NATE

Herding: The staff a handler may carry to help steer stock, never to hit the dog. AKC allows wood, fiberglass or composite up to about 5.5 feet, no PVC. ASCA allows a stick or staff 3 to 5 feet long.

Treibball: In NATE treibball, the handler may carry a shepherd's crook or staff up to 6 feet long. It counts as part of the handler when it touches a ball, and it must never touch the dog.

Cross drive

HERDING · AKC, ASCA

A drive across the field, side to side in front of the handler rather than away. It's part of AKC Course B Advanced and Course A, and of ASCA Post Advanced courses. AKC breaks Course A ties on it.

Cross tracks

TRACKING · AKC, ASCA

In a TDX, 2 people walk side by side across the real track at 2 spots far apart, starting 1 hour 15 minutes to 1 hour 45 minutes after the tracklayer set out. A dog that follows their fresher scent for more than 50 yards fails.

CSAU (sociability test)

PROTECTION · FCI, NARA, USMRA

A temperament test of a dog's behavior with people and surroundings, passed before a first ring trial. French Ring calls it the CSAU (Certificat de Sociabilité et d'Aptitude à l'Utilisation); Mondioring asks for an FCI-recognized sociability test.

C-WAGS (Canine Work And Games)

OBEDIENCE, RALLY, SCENT WORK · C-WAGS

An organization with obedience, rally, games and scent titles. Teams can often start above the first level, food rewards are allowed between exercises, and most titles take 4 qualifying scores from at least 2 judges.

C-WAGS Games (CW-G1 to CW-G4)

RALLY · C-WAGS

Pass or fail games on rally courses: Colors (pick 1 of 2 mini-courses), Black Jack (3 "hands" of 21 points), Pairs (one handler, 2 dogs), Team (2 dogs, each running half) and Grab Bag. Four Qs across 2 different games earn the level title.

C-WAGS obedience levels (CW-Ob1 to CW-Ob4, CW-OC)

OBEDIENCE · C-WAGS

Five C-WAGS levels: Level 1 on leash, Level 2 mixed, Levels 3 to 5 off leash. Four Qs of 70 or more (with half of each exercise's points) earn each title. Level 5's Obedience Champion (CW-OC) takes 120 of 150 points and can repeat.

C-WAGS rally classes (CW-SR, CW-AR, CW-PR)

RALLY · C-WAGS

C-WAGS's 7 rally classes (Starter, Advanced, Pro, ARF and Zoom 1, 1.5 and 2) are parallel, so a team can start in any of them. Four Qs of 70 or more out of 100 earn each class title, such as CW-SR for Starter.

Cynosport World Games

AGILITY · USDAA

USDAA's flagship championship event, where the tournament finals are held and gold medalists are named World Champions. Dogs get in through tournament Qs (and Wild Cards) earned during the season, or with byes.

Cypress

SCENT WORK · AKC, CPE

Cypress essential oil, the fourth odor in AKC Scent Work, used only in Master classes and the Detective class. CPE adds it from Level 3. NACSW and UKC don't use it.

D

Dance Dog titles (W-DD, W-DDX, W-DDM, W-CH-DD)

FREESTYLE · WCFO

WCFO titles that pair a competition title with proficiency test results, from W-DD (W-FD plus a Bronze Bar) up to W-CH-DD (the championship plus Gold Bar and Gold Medal). Sassy Senior and Handi Dandi versions exist too.

DASH

AGILITY · UKI

UKI's tournament series for flowing courses with simpler handling, open to every level but designed at Senior level. It has a Steeplechase DASH Challenge and a DASH Triathlon, and winners earn byes into the US Open and West Coast Open Speedstakes finals.

Dasher (C-WAGS scent)

SCENT WORK · C-WAGS

C-WAGS's speed series of scent classes, Dasher 3 to 6, using set layouts of small items with hides no higher than 12 inches. Dasher 3 gives 35 seconds for 3 hides in 3 groups of boxes, and there's no 30-second warning.

Daylighting

HERDING · ASCA

ASCA's rule for stock that go into an obstacle from the wrong end. They have to come back out clear of the entrance, then turn and go through the right way, or the obstacle earns no course points.

Day-of-show entry (DOS)

AGILITY, GENERAL · CPE, UKC

An entry made at the trial site instead of ahead of time. Many UKC clubs take them, and the club's event listing gives the hours. In CPE, a day-of-show entrant checks the catalog or gate sheet at check-in before running.

DCAT

FAST CAT · AKC

The second Fast CAT title, earned at 500 points.

DD (Draft Dog)

DRAFT WORK · BMDCA, NCA

In NCA tests, the main individual draft title for Newfoundlands, all off leash, with a 3 minute out-of-sight stay and a haul of at least 1 mile. In BMDCA tests, DD comes from the off-leash Open Draft class and needs NDD first.

DDX and TDDX (Draft Dog Excellent)

DRAFT WORK · NCA

The NCA's advanced draft titles. A dog with DD pulls a loaded cart or wagon round a course of at least 450 yards with 11 set maneuvers, such as a driven figure eight and a weight exchange. TDDX is the team version, open after DDX.

Defence of handler

PROTECTION · FCI, NARA, USMRA

A French Ring and Mondioring exercise where the dog heels while its handler stops to chat with a decoy. The decoy walks off, then returns and slaps the handler's back, and only then should the dog bite. It's in every level, Brevet included.

Delay of start

AGILITY · ASCA, CPE, NADAC, UKC, UKI

A penalty for taking too long to start once the judge says go. NADAC, ASCA and CPE can charge 5 faults. UKI gives 5 faults after 45 seconds and eliminates after another 45, and UKC adds 5 seconds to the dog's time.

Deleted points

COONHOUND · AKC, UKC

Strike or tree points struck off the card so they count neither for nor against the hound. It happens when time runs out with dogs still trailing, when time out is called, or when dogs tree on a raccoon that was already scored.

Delimiting line

AGILITY · UKC

A line of tape or chalk near an obstacle that the handler can't step on or over until the dog has done (or failed) that obstacle. UKC puts 2 on every Intermediate and Excellent course, 2 feet out in Intermediate and 6 feet out in Excellent.

Delivery to hand

HUNT TESTS, WATER WORK · AKC, PWDCA

Hunt tests and field trials: Bringing the bird all the way back and giving it up into the handler's hand. Retrievers must deliver to hand at every hunt test level, spaniels from Senior up and pointing breeds in Master; lower levels just need the bird brought close.

Water work: In PWDCA water trials, the dog brings back the article and, on command, either drops it into the handler's hand or lets the handler take it from its mouth.

Den (earth)

EARTHDOG · AKC

The buried tunnel, about 9 by 9 inches with an earth floor, ending at the caged quarry. Novice and Introduction dens run about 10 feet with 1 turn, Junior about 30 feet with 3; Senior and Master add a false exit and false den.

Den entrance

EARTHDOG · AKC

The way into the tunnel. In Senior, a dirt mound at least 4 inches above the liner makes a steep drop in. In Master, both openings are hidden behind grates, and the dogs have to find and mark the scented entrance before one is let in.

Derby

HUNT TESTS · AKC

A field trial stake for young dogs, open until their second birthday. Retriever Derby stakes use marks only, and handling a dog to a mark takes it out of the stake. Pointing breeds also have a Puppy stake for dogs 6 to 15 months old.

Detective class (SWD)

SCENT WORK · AKC

AKC's top Scent Work class, open to dogs with a Master title. One big search spans inside and outside a building, with 5 to 10 hides in any of the 4 odors and 7 to 15 minutes. Ten Qs earn the Scent Work Detective title.

Directed jumping

OBEDIENCE · AKC, ASCA, UKC

A Utility exercise where the dog is sent away down the middle of the ring, stops and sits, then takes whichever jump the judge names (the bar or the high jump) back to the handler. It's done twice, once over each jump.

Directed retrieve

OBEDIENCE · AKC, ASCA

A Utility exercise using 3 white gloves laid across one end of the ring. The judge names one, the handler turns to face it and points the way with one arm motion, and the dog fetches that glove.

Dismissal (lure coursing)

LURE COURSING · AKC

A judge sends a hound off for interfering with another hound's run. Barking or growling alone isn't enough. A dismissed hound still counts as a starter for points, and a hound dismissed twice is disqualified.

Disqualified (DQ)

CONFORMATION, HERDING · AKC, ASCA, UKC

Herdin: The most serious way a run ends. AKC herding uses it for attacking or trying to attack a person. ASCA also disqualifies a dog that badly injures stock or is out of control and dangerous to them. Either way, the dog can't compete until reinstated.

Conformation: In AKC shows, a judge disqualifies a dog that's blind, deaf, spayed, neutered or altered by artificial means, a male without 2 normal descended testicles, or one that attacks a person. A breed standard or testicle DQ from 3 judges ends a show career (UKC: 2).

Distance Challenge (DC)

BARN HUNT · BHA

A bale-bordered part of a Master Barn Hunt course, up to half the ring, that the dog must work on its own. Its entrances are marked with mats, and the handler can't step on a mat or go in until they've called a rat.

Distance (Distance Jump)

DOCK DIVING · NADD

The main NADD discipline: the dog runs down the dock and jumps as far out over the pool as it can. A splash has an optional practice jump and 2 judged jumps, and the longer judged jump is the score. Throwing a toy is optional.

Distance freight haul

DRAFT WORK · BMDCA, NCA

The group exercise near the end of a draft test: up to 6 teams pull loaded rigs along a marked trail. It's at least half a mile for NCA Beginner Draft and BMDCA classes, and at least 1 mile for NCA Draft Dog.

Distance handling

HANDLING

Guiding the dog through obstacles without running beside each one, using sends, directional cues and layering. Some classes, like gamblers and FAST, test it directly.

Distractor

SCENT WORK · AKC, CPE, NACSW, UKC

Something placed in a search to tempt the dog away from odor, such as food, a toy, a dog bowl, a lifelike animal statue or a person. Food is always closed in a container. Novice and Level 1 searches have none.

Diversion (diversion bird, diversion shot)

HUNT TESTS · AKC

A bird or shot added to test a retriever's self-control rather than its marking. A diversion shot is fired with no bird; a diversion bird goes up while the dog is out or coming back, and the dog retrieves it too. Senior and Master only.

Division

DISC DOG, DOCK DIVING, FLYBALL · NADD, NAFA, U-FLI, USDDN, UPDOG

Dock diving: In NADD, the band a score falls into: Novice, Junior, Senior, Master or Elite, plus Premier for Open-class Distance jumps of 28 feet and up. Each discipline and each class (Open or Lap) has its own cut-offs.

Disc dog: A group of teams competing for the same placements. Only 2 USDDN divisions qualify for Worlds: Super Open Freestyle (freestyle plus Toss & Fetch) and Super-Pro Toss & Fetch. UpDog hosts set their own, by dog height, handler age or experience.

Flyball: After entries close, the tournament director groups teams of similar speed by their seed times, so each team races others like it. Every division but the top one enforces a breakout time. U-FLI divisions need at least 3 teams.

Division A and Division B

WEIGHT PULL · UKC

The 2 UKC weight pull divisions inside each weight class. Division A is for dogs without the UWPCHX; Division B is open to all and required once a dog has it. Division B allows heavier top loads and higher point steps.

Division title

DOCK DIVING · NADD

A dog's first NADD title in a division, earned with 5 qualifying scores that land in that same division, like DJ (Dock Junior) or AS (Air Retrieve Senior). Scores in other divisions count toward those titles instead.

Dock

DOCK DIVING · NADD

The runway the dog launches from. A NADD facility dock is at least 40 feet long and 7.5 feet wide, with a non-slip surface sitting 2 feet above the water.

Dock diving (diving dogs)

DOCK DIVING · NADD

A water sport where dogs run down a dock and jump into a pool, competing on distance or speed. North America Diving Dogs runs it in three disciplines: Distance, Air Retrieve and Hydro Dash. AKC adds NADD titles to a dog's record when you apply.

Dog Agility Masters (DAM)

AGILITY · USDAA

A USDAA team tournament for 2-dog or 3-dog teams. Each member runs Standard, Gamblers, Jumpers and Snooker for team points, then the team runs a final Team Relay together.

Dog bag (dog in basket)

MUSHING · IFSS, ISDRA

A vented bag on the sled or rig for a tired, sick or hurt dog; "dog in basket" means one is riding in it. IFSS and ISDRA dogs that start a heat finish it in the team or carried, unless the race allows a drop.

Dog catch

DISC DOG · USDDN

A USDDN freestyle team element where the handler catches the dog, using thrown discs to bring it into their arms. Two different ones are needed for full credit.

Dog in White (DIW)

PROTECTION, SCENT WORK · AKC, CPE, FCI, NACSW, NARA, UKC, USMRA

Scent work: A dog not competing in the class that runs each search first, so the judge can check the hides work. AKC calls it a demo dog and CPE a pre-class scent dog.

Protection sports: In French Ring and Mondioring, a dog that isn't competing at that level and runs the routine first, so the judge can check the decoys and field crew and handlers can watch. It's required at each level on each day.

Dog parkour (urban agility)

PARKOUR · ADP, AKC, IDPKA

A noncompetitive titling sport where dogs climb, balance, jump and crawl over everyday things like benches, stumps and walls, safely and on cue, with titles earned by video. AKC has no parkour title but counts IDPKA or ADP parkour toward FIT DOG.

Dog path

HANDLING

The route the dog actually travels over the obstacles and between them. Handlers walk it during the walk-through to see the lines the dog will see before planning their own route.

Dog walk

AGILITY · AKC, ASCA, CPE, NADAC, UKC, UKI, USDAA

A contact obstacle with a raised middle plank and a ramp at each end, each about 12 feet long. The dog walks up, across and down, touching the contact zone on the way down. AKC sets it at 48 inches; USDAA allows 48 to 54.

Dog's Run Index (DRI)

AGILITY · NADAC

NADAC's speed score for a qualifying Elite run (not Chances or Gamblers): the dog's yards per second divided by a target for its class and height, times 100. A DRI of 100 or more marks the run as Platinum, which counts toward speed awards.

Double entry

BARN HUNT · BHA

When a club allows it, a Barn Hunt dog can run 2 regular classes in one trial, as long as they're different levels and at least one is a B class (for example Novice B plus Open A).

Double handling

BARN HUNT, DOCK DIVING, WATER WORK · BHA, NADD, NCA, PWDCA

Dock diving: Help from someone outside the pool: tossing a toy or splashing water from the side to get a jump. Cheering is fine.

Barn Hunt: Help from someone outside the ring: hinting at rats, or calling "Tunnel" or "Climb" before the judge does.

Water work: In NCA water tests and PWDCA water trials, help or signals to the working dog from anyone the rules don't allow, like a friend calling from shore. It can fail the exercise, but a PWDCA dog is retested if an official steward caused it.

Double Q (QQ)

AGILITY, OBEDIENCE, RALLY · AKC, ASCA, UKC, WCRL

Agility: In AKC agility, qualifying in both Master Standard and Master JWW on the same day (Regular or Preferred). QQs count toward the MACH, PACH, PAX and Nationals.

Obedience and rally: Qualifying in 2 set classes at one trial. AKC counts Advanced B plus Excellent B in rally (toward RAE) and Open B plus Utility B in obedience (toward UDX). ASCA rally pairs Excellent B and Masters B; WCRL pairs 2 B levels.

Double retrieve

WATER WORK · NCA, PWDCA

Two articles fetched one after the other. In the NCA Senior division the dog brings in a life jacket and a boat cushion in the order the judges pick; at PWDCA Courier level the dog is sent from the boat for 2 dummies in turn.

Draft rig (draft apparatus)

DRAFT WORK · BMDCA, NCA

Whatever the dog pulls in a draft test: a cart, wagon, sled, toboggan or travois. The handler brings it along with the harness, and the judges check the fit and balance. The NCA's Excellent test allows only a wheeled cart or wagon.

Draft test (draft work)

DRAFT WORK · BMDCA, NCA

A pass or fail test of a dog and handler hauling a cart or other rig, based on the work Newfoundlands and Berners have long done. NCA tests are for Newfoundlands, other breeds optional afterward; BMDCA tests take any dog 2 or older.

Drive (driving)

HERDING · AKC

Moving stock away from the handler, with the dog usually between them and the handler. It's the opposite of a fetch.

Driven figure eight

DRAFT WORK · NCA

A DDX maneuver where the handler stays behind the cart and steers the dog, mostly by voice, through a figure eight around 2 posts 15 to 25 feet apart. The inside wheel has to stay within an oval marked on the ground.

Drop on recall

OBEDIENCE · AKC, ASCA, UKC

A recall with a stop in the middle. On the judge's signal, the handler cues the dog to lie down partway in, then calls it the rest of the way to front and finish. It's an Open exercise in AKC and ASCA.

Drop retrieve

WATER WORK · NCA

An NCA Beginner and Junior exercise. Stewards in a canoe or kayak leave the handler's life jacket or boat cushion floating, splashed about 40 feet out in Beginner and dropped quietly about 50 feet out in Junior, and the dog fetches it.

Dropped dog

MUSHING · IFSS, IDITAROD

A dog the musher takes out of the team during a race because it's tired, sick or hurt. Under IFSS rules it's left only at a designated checkpoint, tagged and chained until collected, and can't rejoin that race unless it's from a declared rotation pool.

Dryland racing

MUSHING · IFSS, ISDRA

Sled dog racing without snow: canicross, bikejoring, scooter and wheeled rigs. Warm weather limits it: IFSS shortens races above 16°C (18°C for canicross) and harnesses no teams above 22°C except canicross, and ISDRA says 10 to 15°C (50 to 60°F) should prompt a review.

Dual Champion and Triple Champion (DC, TC)

GENERAL, HERDING, OBEDIENCE · AKC

AKC names for dogs with championships in several sports. A Dual Champion has a conformation championship plus a field or herding championship. A Triple Champion is a Dual Champion that also earns an OTCH, a tracking championship, or a MACH or PACH.

Dumbbell

OBEDIENCE, RALLY · AKC, ASCA, UKC

The handler's own retrieve object, shaped like a small barbell, used in the Open retrieves and some rally signs. The judge tells the handler when to throw it and when to send the dog.

Dynamic agility

AGILITY · UKC

UKC's optional classes outside Standard Agility: Tunnels, Hurdles and the points game 3 of a Kind. Each has a Novice and an Elite level, no A or B sections, and its own titles.

E

Earn A Rat (HRER)

HAPPY RATTERS · CKC, HAPPY RATTERS

A Happy Ratters game: the dog must do a bridge or burrow before hunting each of 3 rats, in 2½ minutes, and calling two rats with no obstacle between them ends the run. Its 300-point title, HRER (Happy Ratter Handler), is CKC recognized.

Earthdog

EARTHDOG · AKC

AKC's pass/fail tests for small terriers and Dachshunds 6 months or older. The dog follows scent into an underground tunnel and works caged rats it can never reach, from a simple instinct test up to Master Earthdog.

Earthdog Excellent titles (JXE, SXE, MXE)

EARTHDOG · AKC

After a dog earns its JE, SE or ME, 6 more passes at that level earn the Excellent version (JXE, SXE or MXE), which replaces the plain title. Every further 6 passes adds a number, like JXE2.

Easy

MUSHING

The command to slow the team down without stopping.

Electronic Judging System (EJS)

FLYBALL · NAFA, U-FLI

The sensors and light tree that start each heat, time it and flag early passes. NAFA calls it the EJS; U-FLI calls it the Digital Timing System (DTS). Without it, NAFA drops the breakout rule and U-FLI records no record times.

Element

SCENT WORK · AKC, CPE, NACSW, UKC

A type of search environment. AKC's 4 elements are Container, Interior, Exterior and Buried. NACSW, CPE and UKC swap Buried for Vehicle. Each element is titled separately.

Element Specialty Trial (L1C, L2I, L3V...)

SCENT WORK · NACSW

An NACSW trial of 4 searches in a single element, separate from NW1 to NW3. Titles run Level 1 to 3 per element, such as L1C (Level 1 Containers). A perfect score at one trial, or qualifying scores at 2 trials, earns one.

Elimination and failure to perform (F)

AGILITY, BARN HUNT, DOCK DIVING, FAST CAT, SCENT WORK · AKC, ASCA, BHA, CPE, NACSW, NADAC, NADD, UKI, USDAA

Agility: A score that rules out a Q. An AKC F (failure to perform), like a knocked bar or missed contact, costs the Q, though the team usually finishes. UKI, USDAA and NADAC say elimination. NADAC and ASCA charge 20 faults for failure to complete, CPE 15.

Fast CAT: The dog peeing or pooping on course. It fails a CAT or Fast CAT run.

Dock diving: The dog peeing or pooping on the dock or in the pool. It NQs the whole splash.

Barn Hunt: The dog peeing, pooping or throwing up in the ring. It means an NQ, and the team leaves the ring.

Scent work: The dog peeing or pooping in the search area. NACSW scores it as zero points for that search plus 4 faults (a minus score at Elite and Summit). In AKC it gets the dog excused, and in CPE it's an NQ.

Elite

AGILITY, BARN HUNT, DISC DOG, DOCK DIVING, SCENT WORK · AKC, ASCA, BHA, NACSW, NADAC, NADD, UKC, UPDOG

Agility: The top level in NADAC and ASCA, after Novice and Open, where championship points (NATCH, ATCH) are earned. In UKC Dynamic classes, Elite is the harder of two levels, and dogs can move between it and Novice.

Dock diving: In NADD, the division above Master: Open Distance jumps of 24 feet to 27 feet 11 inches (Lap, 18 feet and up), where dogs earn DE titles.

Barn Hunt: It's the REMX title for fast Master B runs.

Scent work: In AKC Scent Work, an Elite title takes 10 Qs in one class, such as SCNE. NACSW's Elite Division is points-based trials for dogs with NW3 Elite. UKC's Elite is the fifth class, with vetiver as its required odor.

Disc dog: In AKC disc dog, an Elite title (DDBE, DDSE and so on) means the same medal UP in 6 UpDog games instead of 3. It counts separately from the base title and only replaces titles of the same or a lower medal.

Elite Champion (ELT-CH, ECH)

SCENT WORK · NACSW, UKC

NACSW's ELT-CH needs 1,000 points from Elite Division trials and opens Elite Premier trials. UKC's ECH needs 3 qualifying legs in every element from Elite B, after the Elite Nosework title.

Elite Performer (TKE)

AKC PROGRAMS · AKC

The top Trick Dog title. After the 4 earlier titles, the dog performs a scripted story of 10 tricks, 5 or more from the Performer list and 5 or more with props. No lures, dog costumes, or agility or obedience equipment.

Elite Premier and Elite Select (ELT-P, ELT-S)

SCENT WORK · NACSW

Two NACSW trial types that can be titled again and again. ELT-P needs 400 points from Elite Premier trials, which only ELT-CH dogs may enter. ELT-S needs 350 points from Elite Select trials, held over one half day.

Empty tube

BARN HUNT, HAPPY RATTERS · BHA, HAPPY RATTERS

Barn Hunt: A Barn Hunt tube with nothing in it, used as a decoy in Instinct and Novice. Calling "Rat!" on it is a wrong call.

Happy Ratters: A tube with no rat and no bedding, also called a clean tube. Ratter has 1, Village Rats uses 2 to 4, and Rat Trap fills the course with them. Calling rat on one is a false alert.

Encore class (Rally-FrEe)

FREESTYLE · RFE

A Rally-FrEe class you can enter after earning a level's title, to keep collecting repeat titles there before moving up. Every level has one, from Encore Novice to Encore Grand Champion, and teams may stay in Encore Grand Champion as long as they like.

Endurance Earthdog (EE)

EARTHDOG · AKC

A title for Master Earthdogs: pass both the Senior and Master tests at the same event, 5 times. It sits alongside the ME and can be earned again, with a number added each time. The pass that finishes the ME can't also count.

Enthusiast

AGILITY · CPE

A CPE height category open to any dog over 15 months that jumps 4 inches below its measured height. Enthusiast dogs place separately and earn their own titles (marked with a T, such as CT-ATCH).

Entry (class entry)

CONFORMATION · AKC

Entering a dog in a class of its breed and sex before entries close. After that, AKC allows only a few changes, like fixing the sex, switching between the puppy and 12-to-18 month classes, or moving a dog that just finished to Best of Breed.

Entry limit (capping, wait list)

AGILITY, GENERAL · AKC, UKC, UKI

The most entries a trial will take. UKI calls it the capping level and fills it first come until it's reached or entries close. UKC caps judges at 200 entries a day and puts extras on a wait list, and AKC clubs may keep accepting entries until closing.

Error

SCENT WORK · NACSW

An NACSW scoring mark at NW3 and Level 2 and 3 trials. A missed hide, a false alert or timing out without calling "Finish" each counts as one. A qualifying score allows no more than 1 error.

Escape (prevention of an attempted escape)

PROTECTION · DVG AMERICA, FCI, USCA

An IGP exercise where the dog lies 5 paces from the helper while the handler waits in the blind. The helper runs, and the dog must grip and stop him within 20 paces, then let go. Not catching him in time ends the protection phase.

Exam (examination)

CONFORMATION · AKC

The judge's hands-on check of each dog while it stands, often including a look at the bite. Small "table breeds" are examined on a table, some breeds on a ramp, and the rest on the ground.

Excellent

AGILITY, SCENT WORK · AKC, UKC

Agility: In AKC, the level after Open; 3 Excellent Qs (85 or more) earn the AX or AXJ. In UKC, Excellent Agility is the top Standard class, open only after the UACH, with no A or B sections and a 195 needed toward the UACHX.

Scent work: In AKC Scent Work, the third difficulty level, after Advanced, with birch, anise or clove. Excellent Interior doesn't tell you how its 3 hides are split between areas. UKC's Excellent is a Handler Discrimination class, not an odor level.

Excellent title (X)

BARN HUNT, DOCK DIVING · BHA, NADD

The NADD title after Advanced, with an X on the end (DJX): 25 more Distance jumps (55 in all) or 10 more Air Retrieve or Hydro Dash scores (25 in all), then numbered. Barn Hunt's X titles are B-class titles. Agility's Excellent is a level.

Excused (E)

AGILITY, CONFORMATION, FAST CAT, HERDING, SCENT WORK · AKC, ASCA, CPE, NACSW, UKC

Agility: In AKC agility, E marks an excusal: the judge sends the team out, for example for going over maximum course time or fouling the ring, and the run can't qualify. AKC also marks a Fix and Go On run E. ASCA uses E for elimination.

Fast CAT: When the Huntmaster (or the CAT judge) removes a dog, for example for not reaching the line within 5 minutes of being called, or for being unfit. An excused dog counts as a scratch.

Herding: In AKC herding, the judge ends the run for attacking stock or abusive gripping and reports it; 3 excusals bar the dog until it's re-evaluated. ASCA excuses for running stock into fences, no progress, rough gripping, abuse or unsoundness, and scores zero.

Scent work: Sent out of a search by the judge for things like stress, being out of control or outside help. In AKC the dog may still run its other classes; at NACSW NW and Element Specialty trials it's zero points and 4 faults.

Conformation: In AKC dog shows, sent out of the ring by the judge, for example a dog that's lame or can't be examined safely. An excused dog doesn't count toward the points, and 3 excusals for menacing lead to disqualification.

Excused, released and E

OBEDIENCE, RALLY · AKC, WCRL

In AKC obedience and rally, a dog is excused for things like aggression toward another dog or being unfit to compete, and released when it's out of the handler's control. In WCRL rally, "E" means elimination, which scores the run as zero.

Exhibition and Pickup teams

FLYBALL · U-FLI

U-FLI teams that can't place or set records. A Pickup team is formed before racing from dogs of any club and picks its jump height. A team becomes Exhibition when it loses a dog mid-tournament and borrows another. Their dogs still earn points.

Extension

HANDLING

The dog lengthening its stride and jumping long and flat, used when the line ahead runs straight with no turn. Handlers cue it by running forward, often with a verbal like "go".

Exterior search

SCENT WORK · AKC, CPE, NACSW, UKC

An element searched outdoors, such as a parking lot, courtyard or field marked off with cones or flags. Wind, weather and wildlife smells make it harder.

F

Face attack

PROTECTION · FCI, NARA, USMRA

A French Ring and Mondioring bite where the decoy turns to face the dog and threatens it with a stick as it runs in. Mondioring also has a face attack with accessories, where he waves something like a branch, rattle or bucket instead.

False alert

SCENT WORK · NACSW, UKC

Calling "Alert" where there's no hide, whether the dog showed the wrong spot or the handler misread the dog. In NACSW it ends an NW1 or NW2 search, costs a hide's points at NW3, and half a hide at Elite.

False den and false exit

EARTHDOG · AKC

In Senior and Master dens, the false den is a 4-foot dead end over old quarry bedding, so it smells like a nest; the false exit is a 7 to 10 foot branch back out. Working the false den over 15 seconds can fail a Senior dog.

False start

BARN HUNT, FAST CAT, FLYBALL · AKC, BHA, NAFA, U-FLI

Fast CAT: A release before the Huntmaster calls "Tally-ho". The Huntmaster can call a restart.

Barn Hunt: Leaving the start box before the judge says go. It adds 20 seconds in most classes, and a second one is an NQ.

Flyball: In U-FLI flyball, the lead dog reaching the line before the judge's start sequence is over. A team's first one in a race restarts the heat; a second means that dog reruns. NAFA has no separate call: crossing before timing starts is a rerun.

False turn (reverse flow pivot, RFP)

HANDLING

A quick turn of the handler's body into the dog and then back again, which draws the dog in toward the handler before both carry on. Also called a reverse flow pivot.

Farm Dog Certified (FDC)

AKC PROGRAMS · AKC

An AKC pass/fail test of how a dog behaves on a farm, open to all breeds from 9 months old. It has 12 elements, nearly all on leash, and involves no herding. Passing twice, under 2 different judges, earns the FDC title.

Farm trial (OFTD, AFTD, FTCH)

HERDING · ASCA

An ASCA trial built around a real farm's chores, so every course is different. Open and Advanced Farm Trial Dog titles need 91 of 130 with no task scored zero. Four scores over 110 earn AFTD-X; AFTD-X on all 4 stock classes earns FTCH.

Fast CAT

FAST CAT · AKC

A timed AKC 100-yard dash where each dog runs alone after a lure. Finishing is a pass, and the time becomes miles per hour, then points that add up to titles. Purebred or mixed dogs 12 months and older can enter with an AKC number.

FAST (Fifteen and Send Time)

AGILITY · AKC

An AKC points game where the handler picks a path through 14 to 16 obstacles worth 1 to 10 points each, plus a Send Bonus. A Q needs the bonus and at least 50 points in Novice, 55 in Open, or 60 in Excellent and Master.

Fault limit

AGILITY · AKC, USDAA

A cap on faults that ends a run early to save time. AKC allows it only in Excellent and Master Standard and JWW, when judge and trial chair agree, at 3 or 4 faults that would each cost a Q. USDAA lets organizers or judges set one.

Faults

HAPPY RATTERS, SCENT WORK · AKC, C-WAGS, CPE, HAPPY RATTERS, NACSW, UKC

Scent work: Marks for small problems, such as a dog not crossing the start line, dropped food or moving things without asking. AKC and CPE faults affect placements only. NACSW allows 3 for a title, UKC allows 1 per pass.

Happy Ratters: A 10-point deduction for things like a false alert, dropped food, luring, physically helping the dog, moving an item without asking or roughing the rat. Each level and game sets how many faults you can get before the run ends.

C-WAGS scent work: In C-WAGS scent, each search is pass or fail and a second fault means an NQ. Faults include a wrong alert, guiding the dog by collar or leash, a dropped toy touching an item, and moving containers.

FCAT

FAST CAT · AKC

The third Fast CAT title, earned at 1,000 points.

FCAT numbers (FCAT2, FCAT3 ...)

FAST CAT · AKC

After the FCAT, every extra 500 points adds a number to the title. So FCAT2 comes at 1,500 points, FCAT3 at 2,000, and so on.

FD, FDX and FDCh (NAFA)

FLYBALL · AKC, NAFA

NAFA's first point titles: Flyball Dog at 20 points, Flyball Dog Excellent at 100 and Flyball Dog Champion at 500. Silver (1,000) and Gold (2,500) versions of the champion title follow. AKC records the FDCh.

FDC judge

AKC PROGRAMS · AKC

Anyone approved to judge AKC herding can judge Farm Dog Certified tests. Others, including CGC Evaluators, apply separately and must show experience caring for livestock. The judge needs at least 1 assistant and can stop the test for a dog that's too stressed.

FDC test elements

AKC PROGRAMS · AKC

The 12 parts of the Farm Dog Certified test: greet the judge, a farm walk, a hay bale jump, passing livestock, 3 odd surfaces, crate separation, a gate, a tie-out while the handler feeds stock, another dog, farm noise, approaching livestock, and a handler exam.

FEO (For Exhibition Only)

AGILITY, FLYBALL, HERDING, OBEDIENCE, RALLY, SCENT WORK · AKC, ASCA, C-WAGS, CKC, CPE, NACSW, NAFA, USDAA

Agility: A run that can't qualify or place, used to practice in the trial ring. In AKC agility it's a club option, and you may reward with a toy that stays in your hand. CPE and ASCA clubs may take FEO entries, and USDAA bars FEO from tournaments.

Herding: In ASCA stockdog trials, a dog can run in any division for exhibition only, titled or not. It gets no placement, points or prizes, and the handler marks FEO on the entry and tells the judge before the run.

Scent work: In NACSW, a host with spare room may take FEO entries: no title or ribbon, and you can ask the judge where the hides are. CPE doesn't allow FEO in Canine Scent Sport.

Flyball: In NAFA flyball, a team that declares FEO is out of competition for the rest of the tournament: no points or placement, and seeded last in eliminations. It may run 3 or 4 dogs at any legal jump height. You can't enter as FEO.

CKC and C-WAGS obedience, rally and scent work: At C-WAGS trials, a run whose score isn't recorded and can't place; any handler or an unregistered dog may run, and a second run in a class must be FEO. CKC obedience and rally have an Exhibition Only class instead, barred from regular classes.

Fetch (fetching)

HERDING · AKC

Bringing the stock toward the handler, with the dog on the far side so the stock are between them. It follows the lift.

FFO (For Fun Only)

AGILITY · CKC

A CKC agility run that can't qualify, where you may bring a toy you've shown the judge and repeat obstacles. You can switch any entry to FFO on the day by telling the judge, and the run is capped at 60 seconds.

Field Champion by format (FCB, FCGD, FCLP)

HUNT TESTS · AKC

A beagle's field championship certificate names the format where it won most of its first 3 wins: Brace (brace and small pack trials), Gundog (gundog brace and small pack option) or Large Pack.

Field Champion (FC)

HUNT TESTS, LURE COURSING · AKC

Lure coursing: AKC's lure coursing championship, written before the name: 15 championship points, including 2 majors (first places worth 3 to 5 points) under different judges, and at least 1 point won against its own breed. Field Champions move from Open to the Specials stake.

Hunt tests and field trials: A field trial championship won by placing. Retrievers need 10 points with a win, pointing breeds 10 with a 3-point Open win, spaniels 2 Open wins or 1 plus 10 points, beagles 3 wins and 120 points, Dachshunds a win and 35, Bassets 2 wins and 60.

Field trial (coonhound)

COONHOUND · AKC, UKC

A race along a laid scent track to a home tree holding a caged raccoon or lure out of reach. Hounds run in heats; the first through the line flags wins Line and the first to bark at the tree inside the circle wins Tree.

Figure eight

OBEDIENCE, RALLY · AKC, ASCA, UKC

A heeling pattern around 2 cones or posts set 8 feet apart, done twice around in obedience with at least one halt. In Novice it's on leash; in Open it's off leash. Rally has figure-eight signs too.

Find

HAPPY RATTERS · HAPPY RATTERS

In Happy Ratters, a rat the judge credits to your dog. The judge can allow one when the dog changes behavior and you call rat, even if it isn't right on the tube. You can also point to a rat your dog found earlier.

Finish

OBEDIENCE, RALLY, SCENT WORK · AKC, CPE, NACSW, UKC

Obedience and rally: The move from sitting in front of the handler back to heel position, ending in a sit. The dog can go around behind the handler or swing to the left side, as long as it's quick and straight.

Scent work: The call that tells the judge you think every hide in the area is found, and it stops the clock. It's used when a search has more than 1 hide. In AKC, skipping it when hides are unknown is an NQ.

First Chance Qualifier (FCQ)

DOCK DIVING · NADD

A NADD qualifying event held right after the National Championship that counts toward the next season. The top 5 dogs in each division earn an invitation to the following year's Nationals.

Fishing net retrieve

WATER WORK · PWDCA

A PWDCA Courier exercise where the dog swims to a steward's boat, takes the end of a floating fishing net and tows it back to the handler's boat. The net and its lines run at least 65 feet.

FIT DOG activity categories

AKC PROGRAMS · AKC

The 6 ways to earn FIT DOG title points: a FIT DOG course, community runs, walks or hikes, an activity unique to you and your dog (like swimming), a fitness-related AKC title such as Fast CAT, and an AKC parent club performance title. Each activity needs documentation.

FIT DOG Club

AKC PROGRAMS · AKC

A local group approved by AKC that holds at least 4 group fitness walks a year or regular canine fitness classes. AKC clubs, training schools and other dog groups can apply.

FIT DOG Instructor

AKC PROGRAMS · AKC

A CGC Evaluator trained through AKC Canine College to teach the AKC FIT DOG course, in person or online. The training has 3 levels, and each one lets them teach that level of the course. Their students' certificates count toward FIT DOG titles.

FIT DOG magnet

AKC PROGRAMS · AKC

A free AKC car magnet for owners who walk their dog regularly for at least 3 months, either 150 minutes a week in sessions of 30 minutes or more, or at least 10 walks a week of 15 minutes or more. It isn't a title.

FIT DOG titles (FITB, FITS, FITG)

AKC PROGRAMS · AKC

AKC's 3 non-competitive fitness titles: Bronze (FITB, 5 points), Silver (FITS, 10) and Gold (FITG, 20), earned in order. Points must come from at least 2 activity categories, and the dog must be at least 6 months old for Bronze.

Fix and Go On

AGILITY, SCENT WORK · AKC, CKC, CPE

Agility: AKC's option to redo one obstacle, once, mid-run. The run is marked E and can't qualify, but you may back up a few obstacles or reset one bar. CPE's Fix and Go scores a no time, and a second fix ends the run.

Scent work: In the AKC Detective class, after a wrong "Alert" you can tell the judge you'll fix and go on. The run is already an NQ, but the judge tells you where the nearest unfound hide is so your dog can end on a find.

CKC agility: A one-time chance to fix a single obstacle, backing up at most 3 obstacles. The run becomes an NQ, marked FG, and the timer whistles at 60 seconds; you then finish the course or leave.

Flank (flanking)

HERDING · AKC

The dog circling to the left or right around the stock to keep them together or turn them. "Come-bye" and "away to me" are the flank commands. Overflanking makes the stock weave and costs points.

Flash point

HUNT TESTS · AKC

A point held only for a moment before the dog chases the bird. It never counts as a point in pointing breed hunt tests, and in field trials it can't earn a Derby placement.

Flatwork

HANDLING

Handling practice with no obstacles, just the handler, the dog and rewards: heeling on both sides, circles, crosses, and cues for a longer or shorter stride. "On the flat" also means the ground between obstacles.

Flee attack

PROTECTION · FCI, NARA

A French Ring and Mondioring bite where the decoy runs away down the field and the dog is sent to catch him. Mondioring Level III has 2 flees, one of them a stopped attack, and only the judge knows which comes first.

Flight zone

HERDING · AKC

The invisible space around the stock. When the dog steps inside it, they feel threatened and move off. Light stock have a big one; heavy stock barely react.

Flush

HUNT TESTS · AKC

Making a bird take off. A spaniel's job is to find birds and flush them boldly within gun range, and spaniel tests score Flushing Ability. A pointing dog holds its point while the handler goes in to flush.

Flyball

FLYBALL · AKC, NAFA, U-FLI

A relay race between 2 teams of 4 dogs in side-by-side lanes. Each dog jumps 4 hurdles, presses the pedal on a box to release a ball, and carries it back over the jumps. The next dog crosses the line as the last one returns.

Flyball box

FLYBALL · NAFA, U-FLI

The box each team sets at the end of its lane, 51 feet from the start/finish line. Pressing its pedal makes a mechanical (never electric) release throw a ball at least 24 inches. It's at most 36 inches wide and 24 tall.

Flyball Master titles (FM, FMX, FMCh)

FLYBALL · AKC, NAFA

NAFA titles at 5,000 points (Flyball Master), 10,000 (Flyball Master Excellent) and 15,000 (Flyball Master Champion), each with a certificate and pin. AKC records the FM.

Fly-off

AGILITY · AKC, CPE, UKI, USDAA

When a dog jumps off the teeter before the board touches the ground. AKC scores it a failure to perform, and CPE charges 15 faults. UKI and USDAA charge 5 faults, and only 5 in total if the dog also misses the contact.

Food in the ring

OBEDIENCE, RALLY · AKC, C-WAGS, CDSP, CKC, WCRL

Rally: AKC rally can release a handler who brings food or training gear into the ring. WCRL allows a food or petting reward after stationary exercises, as long as the food stays in a pocket until it's given.

CDSP, CKC and C-WAGS obedience and rally: CDSP and C-WAGS allow a food reward from your pocket once an exercise ends (no bait bags); dropping food costs points, and luring or taking food out early is an NQ. CKC obedience and rally excuse any dog whose handler brings food into the ring.

Food refusal

PROTECTION · FCI, NARA

A French Ring and Mondioring obedience exercise where the dog must ignore food thrown to it or left on the ground. In Mondioring Levels II and III, 6 kinds of food chosen by the judge lie on the field.

Foot fault (throwing line, foul line)

DISC DOG · SKYHOUNDZ, USDDN, UPDOG

Stepping on or over the throwing line while letting go of the disc. The throw doesn't count: UpDog scores it as neither catch nor miss, and USDDN marks FF on the sheet. Between throws the handler can go anywhere on the field.

Fouling

DISC DOG, DRAFT WORK, FLYBALL, WATER WORK, WEIGHT PULL · BMDCA, NAFA, NCA, U-FLI, UKC, USDDN

Flyball: A dog peeing or pooping in the ring. In NAFA flyball the other team wins that heat or the next; in U-FLI the team forfeits the next unfinished heat.

Disc dog: A dog peeing or pooping in the ring. In USDDN disc, time stops for good and points come off the score.

Weight pull: In UKC weight pull, a foul is anything that breaks up a qualifying pull, such as timing out, touching the dog or dropping it at the start. A dog that fouls twice in a class fouls out, and its last good pull stands.

Draft work: At BMDCA draft tests, a dog that pees or poops during the test, in the ring or out on the haul course, fails.

Water work: In the NCA's WRDX water division a dog doesn't fail for it, and the handler can ask for one short comfort break.

Foundation

HANDLING

The basic skills a dog learns before running full courses, often taught with little or no equipment: body awareness, jumping, contact basics, and following the handler's movement.

Four feet on (4 feet on)

PARKOUR · ADP, IDPKA

A basic parkour behavior where the dog gets all 4 paws onto an object and stays there calmly. IDPKA wants 5 seconds at first, then harder objects (moving, high or tiny); All Dogs Parkour's Get On (4 Feet) needs hock height and 3 seconds.

Four on the floor (4 on the floor, 4OTF)

HANDLING

A stopped contact where the dog comes off the end of the plank and stops with all 4 feet on the ground, holding there until released. On the teeter, some teach a version with all 4 feet still on the board.

Free Choice sign (Rally-FrEe)

FREESTYLE · RFE

One of 4 stations on every Rally-FrEe course where the handler picks the behavior. Afterward the dog goes back to the position it arrived in, and the judge can add up to 5 points for creativity or difficulty.

Freestyle (disc dog)

DISC DOG · SKYHOUNDZ, USSDN, UPDOG

A routine to music using several discs, judged on dog, handler, teamwork and catching. UpDog allows 105 seconds and 8 discs, USSDN qualifiers 120 seconds and 10 discs, and Skyhoundz 90 seconds and 5 discs.

Freight load

DRAFT WORK · BMDCA, NCA

The weight the dog hauls. NCA Draft Dog allows 5 to 20 pounds on a travois, 15 to 50 on a sled and 25 to 100 on wheels. BMDCA Novice dogs pull 20 pounds; Open dogs pull their weight rounded down to 10, minimum 60.

French Ring

PROTECTION · NARA

A protection sport from France with jumps (hurdle, long jump, palisade), obedience and bite work against a decoy in a full bite suit. In North America it's run by NARA, the North American Ring Association, under rules translated from the French.

French Ring levels (Brevet, Ring 1, Ring 2, Ring 3)

PROTECTION · NARA

After the Brevet come Ring 1 (200 points), Ring 2 (300) and Ring 3 (400). A dog moves up after 2 scores of at least 160 in Ring 1, or 240 in Ring 2, under 2 different judges. Ring 3 dogs must be 18 months old.

Fringe response

SCENT WORK · UKC

A dog reacting to weak, drifting odor at the edge of its spread instead of working it back to the exact source. UKC's rulebook treats it as a training gap.

Frizgility

DISC DOG · AKC, UPDOG

An UpDog game mixing agility and disc. In 60 seconds the dog goes back and forth over 3 obstacles (jumps or a tunnel) and makes a catch at each end: 5 points per obstacle, 3 or 10 per catch depending on distance.

Front

OBEDIENCE, RALLY · AKC, UKC

The dog sitting straight and centered in front of the handler, facing them, close enough to touch without the handler stretching or stepping. A recall ends in a front before the finish.

Front cross

HANDLING

A side change where the handler crosses in front of the dog's path while turning to face it, so the dog ends up on the handler's other side. It tends to tighten the dog's turn.

FullHouse

AGILITY · CPE

A CPE points game on one course for all levels: build your own path to the level's points, including three 1-point jumps, two 3-point obstacles and one 5-point joker. When time's up, the dog has 5 seconds to reach the table or finish.

Fun Test

BARN HUNT · BHA

A licensed Barn Hunt practice event. Dogs don't need a Barn Hunt number, can enter any level, and the club may allow training in the ring, but nothing earned counts toward a title.

G

G.Ag.M.CH. (Grand Agility Master Champion)

AGILITY · CKC

CKC's top agility title, for consistency across classes: 50 Qs in Master Excellent Standard, 50 in Master Excellent Jumpers With Weaves, 25 in Master Excellent PAD and 25 in Steeplechase.

Gait

CONFORMATION · AKC

How a dog moves; in the show ring that's almost always a trot. In the first class it's judged in, the AKC judge must watch every dog move away, come back and go past from the side.

Gaiting patterns (down and back, triangle, L, T)

CONFORMATION · AKC

The paths you trot your dog along alone for the judge. Down and back goes straight away and back; a triangle goes away, across the far end and back on the diagonal; L and T patterns add turns. Every dog in a breed does the same one.

Gamblers

AGILITY · ASCA, NADAC, UKI, USDAA

A strategy class: collect points your own way, then send the dog through a distance challenge (the gamble). USDAA calls it the Joker, UKI offers a 10 or 15 point choice, NADAC's is worth 20 points, and CPE runs the same idea as Jackpot.

Games

BARN HUNT, HAPPY RATTERS · BHA, HAPPY RATTERS

Barn Hunt: The two extra classes at the Barn Hunt National and Regionals: Hurdles (a sprint over 5 low jumps to find one rat in three tubes) and Team (two dogs hunt 6 rats together). The top combined Games score wins the Games Champion (RGC) title.

Happy Ratters: The 15 classes beside the standard ladder (13 solo, 2 for teams), each testing one skill. Most have 3 or 5 levels at 300 points a title (500 at Level 5), and every dog starts each game at Level 1.

Games points (UKI)

AGILITY · UKI

Points from UKI's Gamblers and Snooker count toward moving up a level. Those and other UKI games, such as Power and Speed, count toward lifetime games awards: Bronze at 60, Silver at 120 and Gold at 240, kept across every level and height.

Gangline (towline)

MUSHING · IFSS, ISDRA

The main line running down the middle of a team from the sled or rig, with every dog clipped to it by a tugline and usually a neckline. IFSS calls the center part the towline or central line and bans chain lines.

Gate steward

AGILITY, GENERAL · AKC, CPE, UKC, UKI

The volunteer at the ring entrance who checks dogs in and keeps the next teams lined up. AKC requires one per ring. A CPE gate steward may move a dog within its jump height, for example when its handler has a ring conflict.

Gather

HERDING · AKC, ASCA

The dog going out to scattered or set-out stock and bringing them to the handler as one group: outrun, lift and fetch together. In ASCA it replaces the take pen on some courses, and time starts when it does.

Gear bag retrieve

WATER WORK · PWDCA

The first PWDCA Working exercise. A steward sets a weighted bag holding a dummy, a floating line and a buoy ball on land, and the dog fetches it to the handler waiting by the beached boat.

Gee and haw

MUSHING

The turn commands: gee means turn right and haw means turn left. The lead dog takes the turn and the rest of the team follows.

General allure (general attitude)

PROTECTION · FCI, NARA

French Ring points for the overall picture of dog and handler across the whole trial, scaled from the rest of the score (up to 36 in Ring 3). Mondioring calls it general attitude and takes points off for things like handler mistakes.

German turn

HANDLING

A 270-degree turn at a jump where the dog takes the bar from the backside and comes around the wing, while the handler does a blind cross so the dog finishes on the handler's other side.

Glove or wallet

TRACKING · AKC, ASCA

The classic tracking article. A TD track ends at a glove or wallet, and other articles are about that size. AKC accepts any glove or wallet; ASCA's TD end article must be leather. In a TDX, a glove or wallet can only be the final article.

Go around

CONFORMATION · AKC

The whole class trotting around the edge of the ring together, usually counterclockwise with dogs on the handler's left. Judges often start a class with it and may use it again before placing.

Go (go on)

HANDLING

A verbal cue to keep driving straight ahead, away from the handler, in full stride. Handlers often pair it with running forward or a send.

Go out

OBEDIENCE · AKC, ASCA

Sending the dog straight away to the far end of the ring, where it stops and sits on cue, watching the handler. It's the first half of directed jumping and a separate exercise in Graduate Open.

Goal and goal line (treibball)

TREIBBALL · NATE

In NATE treibball, the goal is a 15 by 5 foot pen at one end of the field, closed on 3 sides. A ball counts once the part touching the ground reaches the goal line; a ball sitting in the handler area doesn't count.

Grab and miss

DOCK DIVING · NADD

How each Air Retrieve jump is scored. A grab means the dog pulled the bumper fully off both clips while jumping from the dock; a miss means it didn't. Two misses at one distance, or three in all, end the turn.

Graduate Novice (GN)

OBEDIENCE · AKC, ASCA

An optional titling class open to any dog, with Open-style work: off-leash heeling, a drop on recall, dumbbell work and jumps at half height (AKC). Three qualifying scores earn the GN title.

Graduate Open (GO)

OBEDIENCE · AKC, ASCA

An optional titling class open to any dog, built from Utility-style work: a signal exercise, one scent article, a go out, directed jumping, a moving stand and a directed retrieve. Three qualifying scores earn the GO title.

Grand Champion Bronze, Silver, Gold and Platinum (GCHB, GCHS, GCHG, GCHP)

CONFORMATION · AKC, CKC

AKC levels at 100, 200, 400 and 800 Grand Championship points, and each further 800 adds a number (GCHP2 at 1,600). CKC has Bronze, Silver and Gold at 50, 100 and 200 points, each counted fresh; Grand Champion Excellent can follow Silver.

Grand Champion (GCH)

CONFORMATION · AKC, CKC, UKC

The title after Champion. AKC: 25 points with 3 majors under 3 judges, a point from a fourth judge, and a champion beaten at 3 shows. UKC (GRCH): 5 legs under 3 judges, from the Champion class. CKC (GCh): 20 more points with two 2-point wins.

Grand Field Champion (GFC, GAFC)

HUNT TESTS · AKC

A title for dogs that keep winning after the field championship. Pointing breeds need 6 more points in Grand stakes, including a win worth 3 or more (GAFC is the amateur version); beagles need 2 wins and 90 points in Field Champion only stakes.

Grand National

BARN HUNT · BHA

The main event at the Barn Hunt National: four courses over three days, with the top 60 dogs (plus wildcards) from the first two courses going on to the last two. The overall winner earns the Grand National Champion (RGNC) prefix title.

Grand Nite Champion (GRNITECH)

COONHOUND · AKC, UKC

The nite hunt title after Nite Champion. UKC asks 8 cast wins in the Champion Division, where Nite and Grand Nite Champions hunt together, with multiplier degrees and a Hall of Fame after. AKC asks 5 more plus cast wins, then 5 for Supreme Grand.

Grand Prix of Dog Agility

AGILITY · USDAA

USDAA's longest-running tournament, a Masters-level standard course scored on faults and time. Qs come from local qualifying rounds and regional semifinals, and finals are held at Cynosport.

Graze (wide and narrow graze)

HERDING · AKC

A Course C exercise where the sheep feed calmly in an unfenced area while the dog patrols its edge to keep them in. Advanced adds a narrow graze. Ties on Course C go to the better graze score.

Grip

HERDING, PROTECTION · AKC, ASCA, FCI, PSA

Herding: The dog biting the stock. AKC accepts a quick grip to control difficult stock, off the body and without breaking skin; an abusive grip gets the dog excused. ASCA allows head or leg grips only, and any mouthing of ducks or geese is too much.

Protection sports: The dog's bite on the sleeve or suit. IGP judges reward a full, firm, calm grip, and a bite anywhere but the sleeve is a disqualification. PSA dogs are taught to target the suit's arms and legs, not the chest, stomach or back.

Grounders

AGILITY · NADAC

A NADAC class of barrels, hoops and tunnels, built around an X-shaped hoop circle. A handler who stays behind an optional challenge line on a clean run earns 5 extra points.

Group

CONFORMATION · AKC, CKC, UKC

The round after the breeds, where Best of Breed winners compete within their group for 4 placements. AKC and CKC have 7 groups (Herding, Hound, Non-Sporting, Sporting, Terrier, Toy and Working); UKC has 8 with different names, such as Gun Dog and Northern Breed.

Group exercise (sit and down stay)

OBEDIENCE · AKC, ASCA

The Novice stays done with several dogs in a line, a sit and then a down, on 6-foot leashes held by their handlers. AKC makes it optional for dogs that qualified on the other exercises; ASCA calls it the Long Sit and Long Down.

Group stay (out-of-sight stay)

DRAFT WORK · BMDCA, NCA

Hitched dogs hold a sit, down or stand as a group while handlers step away. NCA Beginner Draft handlers stand at the leash's end for 1 minute; NCA Draft Dog handlers go out of sight for 3 minutes, as do BMDCA Open handlers.

Guard (guarding phase)

PROTECTION · FCI, NARA, PSA

The dog staying with the helper after letting go, alert, without biting again. IGP judges a guarding phase after each out. French Ring has a gun guard and an object guard, and PSA scenarios ask for either an out and guard or an out and return.

Gun guard

PROTECTION · NARA

A French Ring exercise worth 30 points. The decoy fires 2 blank shots as the dog runs at him and a third once it's biting. After the out, the dog guards him and must stop 2 escape attempts.

Gun (guns, gunners)

HUNT TESTS · AKC

The people the club appoints to shoot the birds; anyone firing live ammunition must be 21 or older. In Senior and Master retriever tests and Master pointing tests, the handler also carries an empty shotgun, as a hunter would.

Gunshot test (gun sureness)

PROTECTION · FCI, NARA, PSA, USCA

Shots fired during a trial to check the dog isn't gun-shy. In IGP a dog that panics or runs off is disqualified; the BH-VT has no shots. French Ring fires them during the Brevet's defence of handler, and PSA's PDC during heeling.

H

Handicap

FAST CAT · AKC

The multiplier that evens out Fast CAT points by size, based on height at the withers: 1.0 for dogs 18 inches or taller, 1.5 for 12 inches up to under 18, and 2.0 for dogs under 12 inches.

Handler area (treibball)

TREIBBALL · NATE

The 25 by 5 foot box in front of the treibball goal where the handler works from. The handler may touch a ball only to move it from there into the goal, and treats or toys are allowed only there or in the goal.

Handler crossing an obstacle

AGILITY · AKC, ASCA, CPE, NADAC, UKI, USDAA

A penalty when the handler goes over, under or through equipment, like hopping a tunnel or stepping through the weaves. NADAC and ASCA charge 10 faults and CPE 5. AKC scores it a failure to perform, and UKI and USDAA eliminate the run.

Handler discrimination (HD)

SCENT WORK · AKC, UKC

Classes where the dog searches for its own handler's scent, put on a cotton glove, sock or swab, instead of an essential oil. AKC titles run SHDN to SHDM; UKC's run NHD to MHD.

Handler path

HANDLING

The route the handler plans to take around the course. It's often quite different from the dog's path, and it's set so the handler is in place to give each cue on time.

Handler (professional handler, owner-handler)

CONFORMATION · AKC, UKC

The person showing the dog in the ring. AKC allows professional handlers, meaning anyone who has advertised or charged to show dogs or joined a handlers' association. UKC bans pros in conformation except with their own dogs, so other handlers there are amateurs.

Handler Withdraw and Automatic Withdraw (HW, AW)

WEIGHT PULL · UKC

Two ways a UKC weight pull dog stops pulling without losing anything. HW: the handler withdraws it. AW: it reached the most weight its division allows. Either way its last qualifying pull is its result.

Handler's post and handler lines

HERDING · AKC, ASCA

Where the handler must stand or stay behind. AKC uses a handler's post or a zone between lettered posts; leaving early costs points. ASCA draws Open and Advanced handler lines: crossing costs Open handlers 15 points and Advanced handlers half their score.

Handling system

HANDLING

A consistent set of cues a handler uses to show the dog where to go, so the same body position or word always means the same thing. Systems differ in which cues they stress and when they're given.

Happy Ratters

HAPPY RATTERS · HAPPY RATTERS

A rat-hunting sport where dogs search a fenced ring for live rats kept safe in tubes, and earn extra points for bridges and burrows. Any breed or mix over 6 months can play once registered, and the CKC recognizes some of its titles.

H.A.R.D. Charger Award

DOCK DIVING · NADD

A NADD award at Regionals and Nationals for dogs that qualify in all three disciplines (Hydro Dash, Air Retrieve, Distance) at the same event. Their scores convert to points, which place them in a tier from Topaz up through Ruby, Emerald, Sapphire and Diamond.

Hard mouth

HUNT TESTS · AKC

Damaging a bird so badly it can't be eaten. A dog that does it can't get a qualifying score, both judges must agree the dog alone did the damage, and retriever judges need clear proof before they call it.

Harness

MUSHING, WEIGHT PULL · IFSS, IWPA, UKC

Weight pull: A freight-style pulling harness that reaches no more than 2 feet (24 inches) behind the base of the tail. UKC wants a dowel at the back, wooden preferred, so the sides don't pinch, and bans plastic clasps, Velcro and elastic.

Mushing and canicross: What each dog wears to pull, with the tugline clipped to the back. Styles include the half harness, X-back, H-back and spreader harness. IFSS wants every harness to fit well and have padding at the neck and chest.

Harness and hitch

DRAFT WORK · BMDCA, NCA

The draft exercise where the handler harnesses the dog and attaches it to its rig, and the dog has to go along willingly. At NCA tests the dog then pulls forward a little and judges check the fit and balance.

HC (Herding Champion)

HERDING · AKC

AKC's herding championship, shown before the dog's name. It needs an HX title plus 15 championship points from Advanced classes, with 2 first places under different judges, one worth 3 or more points. Not to be confused with obedience's High Combined.

Heat

COONHOUND, FLYBALL, MUSHING · AKC, IFSS, ISDRA, NAFA, U-FLI, UKC

Flyball: One run of the course by both teams, 4 dogs each plus any reruns. The first team to finish clean wins it, and a race is a set of heats (up to 5 in NAFA).

Coonhound: In coonhound field trials and water races, one group of hounds released together, drawn by lot: up to 4 dogs at UKC, up to 6 at AKC. The line and tree winners of each heat go on to the finals.

Mushing and canicross: In sled dog racing, one timed run of the trail. A race can be 1 heat or several, with the times added up. A dog that doesn't start the first heat, or a team disqualified from any heat, is out for the rest of the race.

Heel free (heel off leash)

OBEDIENCE · AKC, ASCA, UKC

The heeling pattern done without a leash, with the same judge's orders as heel on leash. UKC calls it heel off leash.

Heel on leash

OBEDIENCE · AKC, ASCA, UKC

The first Novice exercise: the team heels on a loose leash while the judge calls turns, halts and pace changes (slow, normal, fast). At every halt, the dog should sit at heel without being told.

Heel position

OBEDIENCE, RALLY · AKC, ASCA, UKC, WCRL

The dog at the handler's left, pointed the same direction and close without crowding. In AKC obedience, the dog's head to shoulder lines up with the handler's left hip. Some WCRL Level 3 bonus signs use a right-side heel.

Heelwork positions (freestyle)

FREESTYLE · DOGS AUSTRALIA, WCFO

In heelwork to music, the places the dog can hold while moving with you: on your left or right facing forward or backward, or across your front or back facing either way. Dogs Australia lists these 8; WCFO accepts any angle around the handler.

Heelwork to music (HTM)

FREESTYLE · DOGS AUSTRALIA, WCFO

The freestyle division built on heeling: the dog stays close in heel positions on either side, in front or behind while you move together to music. WCFO deducts for distance work, weaves and jumps; Dogs Australia needs at least 70% heelwork.

Height card

AGILITY · AKC, ASCA, CPE, NADAC, UKI, USDA

Proof of a dog's official jump height. AKC issues a permanent Jump Height Card after 2 matching measurements past age 2 (one is enough over 22 inches). NADAC requires a Permanent Height Card from 24 months, CPE calls its version a P-card, and UKI records a permanent measure.

Height divisions

BARN HUNT, DISC DOG · BHA, UPDOG

Barn Hunt: Barn Hunt places dogs in three sizes:

Small (15 inches and under), Medium (15.1 to 22 inches) and Large (over 22). Everyone runs the same course, but A-class and Master B placements are given per size.

Disc dog: UpDog's 4 sizes for freestyle and its agility games: Mini (under 15 inches), Midi (15 to 18), Maxi (over 18, under 23) and Mega (23 and up). Each has a choice of 4 jump heights, from 4 inches for Minis to 24 for the largest.

Height dog

FLYBALL · NAFA, U-FLI

The dog whose size sets the team's jump height for a heat. In NAFA it must hold an official measurement, or the jumps go to the 14-inch maximum. In U-FLI it's the running dog with the lowest recorded height.

Helper (decoy)

PROTECTION · FCI, NARA, PSA, USCA, USMRA

The person in protective gear who plays the bad guy for the dog to bite. IGP calls them the helper; French Ring, Mondioring and PSA say decoy. They work as the judge directs, and a Mondioring decoy must never hit the dog with the stick.

Herding instinct test

HERDING · AKC

AKC's entry-level check of whether a dog wants to herd. On a long line, the dog shows a stop and a recall, then must show steady interest in gathering or moving stock. Passes under 2 judges earn the Instinct Tested certificate, not a title.

Herding Started, Intermediate and Excellent (HS, HI, HX)

HERDING · AKC

AKC's herding trial titles for the Started, Intermediate and Advanced levels. Each needs 3 qualifying scores under at least 2 judges on the same course and type of stock, and the title records both.

Herding Tested (HT)

HERDING · AKC

AKC's first herding title. In a 10-minute pass or fail test, the dog starts with a controlled pause, moves stock back and forth between 2 cones with 2 controlled turns, then stops and comes when called. 2 passes under 2 judges earn it.

Hidden victims

WATER WORK · NCA

A WRDX exercise where 2 stewards hang on the far side of an anchored boat and call for help out of sight. The dog swims out, finds them and tows them in, one at a time or both together.

Hide

BARN HUNT, SCENT WORK · AKC, BHA, CPE, NACSW, UKC

Barn Hunt: A spot where a Barn Hunt tube is tucked into the straw, loosely covered so neither dog nor handler can see it. Judges mark the hides on a course map for each blind, and no tube can be within 2 feet of the start box.

Scent work: One placed source of target odor, usually a scented cotton swab inside a small vessel, tucked on, in or under something in the search area. In AKC, every hide must be found and called to qualify.

High Combined (HC)

OBEDIENCE, RALLY · AKC, ASCA, UKC

An award for the best total of 2 classes at one trial. In obedience it's Open B plus Utility (AKC, ASCA, UKC). In AKC rally it's Advanced B plus Excellent B; in ASCA rally, Excellent B plus Masters B.

High in Class (HIC)

BARN HUNT · BHA

The Barn Hunt ribbon for the fastest dog of any height in an A class. B classes may give one too (HICB), and Master B must.

High in Trial (HIT)

AGILITY, GENERAL, HERDING, OBEDIENCE, RALLY · AKC, ASCA, UKC

Agility: An award for the best qualifying score of the whole trial. Every UKC agility trial must give one, with ties going to the dog furthest under its course time. ASCA clubs may choose whether to offer it, except at the National Specialty trials, where it's required.

Obedience and rally: The top qualifying score in the regular classes at a trial (AKC calls it Highest Scoring Dog). UKC obedience makes class winners of 195+ do extra heeling and a recall, and ASCA rally adds bonus points by level before comparing scores.

Herding: In AKC herding, the top score across all levels, plus a Reserve HIT; a dog run down a level by a junior can't win it. ASCA names a High in Trial Aussie on cattle, sheep and ducks, which earns extra merit and finals points.

High jump

OBEDIENCE, RALLY · AKC, ASCA, UKC

A solid white jump made of stacked boards. Its height comes from the dog's height at the withers, with lower settings for breeds on an approved list and for Preferred or optional classes, and ASCA lets dogs 7 and up jump lower.

Highest Scoring Triple Qualifying Score

RALLY · AKC

An AKC rally award for the best combined score among dogs that qualify in Advanced B, Excellent B and Master at the same trial. Ties go to the faster combined time.

Hike

MUSHING

The usual command to start the team or speed it up. "Let's go" and "all right" work too; "mush" is the traditional word but it's rarely used now.

Hold

HERDING · AKC

The dog keeping the stock settled in one place. AKC Course B does it in the shedding ring at the lower levels; Course A Intermediate and up hold them in a pen for up to 1 minute; Course D needs one before the exhaust pen.

Hold and bark

PROTECTION · DVG AMERICA, FCI, USCA

After finding the helper in the blind, the IGP dog must stay in front of him and bark steadily, about 20 seconds, without biting or bumping him until the handler calls it. It's worth 15 points: 10 for the hold and 5 for the barking.

Honor

EARTHDOG, HUNT TESTS, OBEDIENCE · AKC, UKC

Obedience: In UKC Novice and Advanced Novice, a second dog holds a down on leash inside the ring while the working dog does its heeling; the honor is scored as an exercise. Current AKC obedience and rally rules don't have an honor.

Earthdog: In Master Earthdog, the second dog to find the den waits tied about 10 feet from the entrance while its partner works. It can show interest and make the odd noise but mustn't bark nonstop. Then the two swap.

Hunt tests and field trials: In retriever events, staying off lead in a set spot while another dog is sent for marks: hunt tests require it in Senior and Master, field trials in every stake but Derby. Senior and Master pointing dogs must stop when they see their bracemate on point.

Honor line

DISC DOG · UPDOG

An unmarked line 3 yards from the throwing line in UpDog ThrowNGo and Frizgility. Players shouldn't flip short tosses just past the line to rack up easy points; a team the judge sees doing it scores 0 for the round in ThrowNGo.

Hoop

AGILITY · NADAC

A NADAC obstacle shaped like an arch, which the dog runs through from the numbered side. It counts once all four feet have passed through. A hoop or a jump is the only obstacle allowed in a NADAC warm-up area.

Hoop tunnel

AGILITY · UKC

A UKC obstacle made of a row of hoops on a frame, angled so they zig-zag when you look down from above. The dog runs through the line of hoops. It's required in Intermediate Agility.

Hoopers

AGILITY · NADAC

A former NADAC class run through hoops. NADAC merged it with Barrelers into the Grounders class, and hoops now appear there.

Hot and cold containers

SCENT WORK · CPE

A hot container holds odor; a cold one never has. In CPE a container used for odor stays hot for good, and other spots that held odor get painter's tape or dots so you know not to call them.

Hot start

FAST CAT · AKC

Letting a dog go just as the lure flies past it. AKC doesn't allow it: the lure must sit in front of the dog at the start, and the dog is released only once it's moving and "Tally-ho" has been called.

Hovering

DRAFT WORK · BMDCA

In BMDCA draft tests, leaning your upper body over the dog to make it back up. Too much of it can fail the exercise.

HRAT (Happy Ratter)

HAPPY RATTERS · HAPPY RATTERS

The second Happy Ratters standard level and its title: 3 minutes to find 2 rats in somewhat visible tubes, plus a bridge and a burrow. Faults are unlimited but each one costs points. The title takes 300 points.

Hunt dead

HUNT TESTS · AKC

A spaniel hunt test task from Senior up. A dead bird lies somewhere the dog didn't see it fall, with no shot fired, and the dog must search the area and bring it back. Master spaniels also do a blind retrieve from water.

Hunt time

COONHOUND · AKC, UKC

How long a nite hunt cast hunts. AKC hunts run 60, 90 or 120 minutes, and 120 if the club doesn't say. At UKC the club advertises the time, and dogs are scratched for hunting over or under it.

Hunt to the den

EARTHDOG · AKC

The above-ground part of Master Earthdog. Two dogs search with their handlers over 100 to 300 yards toward the den, must check an empty decoy den without working it, and are judged on things like search, control, patience and teamwork.

Hunting judge and non-hunting judge

COONHOUND · AKC, UKC

A hunting judge also has a dog in the cast; a non-hunting judge doesn't. With a hunting judge, a majority vote of the cast can overturn a call. At UKC, a one-dog cast always gets a non-hunting judge.

Hunting test and field trial

HUNT TESTS · AKC

A hunting test scores each dog against a written standard, so every dog that meets it qualifies and judges never rank them. A field trial is a competition: dogs are placed first to fourth, and placements earn points toward a field championship.

Huntmaster

FAST CAT, LURE COURSING · AKC

Fast CAT: The official who runs the field at CAT and Fast CAT. They check the lure, make sure the lure operator and handler are ready, call "Tally-ho" to start each run, and can have the lure stopped. In Fast CAT they also excuse dogs.

Lure coursing: The official in charge of hounds and handlers on the field. They call each course, check blankets and slip leads, line hounds up yellow, pink, blue, signal the lure operator, call "Tallyho" and later "Retrieve your hounds."

Hup

HUNT TESTS · AKC

The traditional spaniel command to sit. After delivering a bird, a field trial spaniel should sit, or hup, and wait for its next order.

Hurdles

BARN HUNT · BHA

A Barn Hunt Games class at Regionals and the National. The dog sprints down an 80-foot fenced lane over 5 low hurdles, and the handler calls which of 3 tubes holds the rat. Faster runs earn bonus points.

Hydro Dash (HD)

DOCK DIVING · NADD

A NADD swimming race. The dog jumps in, swims to knock a bumper off its clips 37 feet out, and swims back. Time runs from leaving the dock until the nose crosses the 10-foot line on the return, and the faster of 2 attempts counts.

I

IAC (International Agility Champion)

AGILITY · UKI

UKI's championship: 60 points at Champion level, with at least 12 each from agility, jumping and games. The IWAC asks for 60 points from wins only, and both repeat with a number (IAC 2).

IBGH 1 to 3 (international companion dog tests)

PROTECTION · DVG AMERICA, FCI

FCI's 3 obedience-only companion dog titles, with no tracking or bite work. Each level is a 100-point obedience routine that gets harder, and a dog needs a BH-VT and must be 15 months old to start.

IDPKA levels and titles (PKD-T, PKD-N, PKD-I, PKD-E)

PARKOUR · IDPKA

The International Dog Parkour Association titles by video: an optional Training Level (PKD-T, any age), Novice (PKD-N, over 18 months), Intermediate (PKD-I) and Expert (PKD-E), plus Champion (CH-PKD) and Specialty titles. You need Novice before Intermediate or Champion.

IGP 1, IGP 2 and IGP 3

PROTECTION · DVG AMERICA, FCI, USCA

The 3 IGP titles, earned in order. Each needs at least 70 of 100 points in tracking, obedience and protection at one trial. IGP 1 needs a BH-VT first, and the minimum ages are 18, 19 and 20 months.

IGP (Schutzhund)

PROTECTION · DVG AMERICA, FCI, USCA

A 3-phase working dog sport: tracking, obedience and protection. The FCI writes the rules, and USCA and DVG America are among the US clubs that run trials. Its original name is Schutzhund, and the FCI rules were called IPO before they were renamed IGP.

IGP-FH and IFH 1 to 3 (tracking dog titles)

PROTECTION, TRACKING · DVG AMERICA, FCI, USCA

IGP's tracking-only titles. IFH 1 is an 800-pace track the handler lays; IFH 2 and 3 are 1,200 and 1,800 paces laid by a stranger. The IGP-FH, the hardest, is an IFH 3-level track on each of 2 days, both at least satisfactory.

In (four feet in)

PARKOUR · ADP, IDPKA

A parkour behavior where the dog steps or hops into a container with 4 sides, like a box or basket, and keeps all its paws inside for a few seconds. All Dogs Parkour calls it Get Inside; IDPKA makes the container smaller as levels rise.

Incorrectly performed sign (IP)

RALLY · AKC, ASCA

A rally sign where the team misses or botches a main part of it. It costs 10 points in AKC rally. ASCA uses the same idea for stations: 10 points, or 20 on a star station.

Independent weaves

HANDLING

Weave poles the dog can find, enter and finish on its own from any angle, whatever the handler is doing, so the handler can move on to the next spot while the dog weaves.

Indication (final response)

SCENT WORK · AKC, NACSW, UKC

What the dog does to show it's found odor. AKC and NACSW require no set behavior, so an AKC dog may paw, bark or lie down. UKC wants a calm sit, down or stare, declared from Master up, and faults scratching or digging.

Individual Class Championship (CD-CCH, CDX-CCH, UD-CCH, VT-CCH)

OBEDIENCE · CDSP

CDSP's per-class championships, earned in a C class with 10 Qs of 185 or more after the class title. Each further 10 adds a number, as in CD-CCH2. Starter Novice has the ASN-C instead.

Instinct (RATI)

BARN HUNT · BHA

Barn Hunt's optional starter class. Three tubes (one rat, one litter, one empty) sit in a cradle on the ground, and the dog has 1 minute to show you the rat. No climb or tunnel. One Q earns the RATI title.

Interaction (environmental feature, EF)

PARKOUR · ADP, IDPKA

In parkour, any exercise where the dog uses something in its surroundings, which All Dogs Parkour calls an environmental feature (EF) and IDPKA calls an obstacle. Agility or obedience gear may be used only in an unusual way, not as designed.

Interior search

SCENT WORK · AKC, CPE, NACSW, UKC

An element searched indoors, in rooms like offices, kitchens, classrooms or warehouses. Higher levels split it into 2 or 3 rooms or areas and may not tell you how many hides each holds.

Intermediate

AGILITY, HERDING · AKC, UKC

Agility: UKC's second Standard class (formerly AGII), split into A and B sections. Three Qs of 170 or more at 3 trials earn the Intermediate Agility (IA) title, and B-section scores of 195 or more earn UACH points.

Herding: AKC herding's middle trial level, between Started and Advanced, with longer outruns and tighter rules on where the handler stands. 3 qualifying scores under 2 judges on one course and stock earn the HI title.

Intermediate Trick Dog (TKI)

AKC PROGRAMS · AKC

The second Trick Dog title. A dog with the Novice title performs 10 tricks from the Intermediate list, using lures only in the few tricks that allow them. A Novice trick can count again only in a harder version, like a longer distance.

International Challenge Class (ICC)

AGILITY · CKC

CKC Standard and Jumpers With Weaves classes built like harder international courses, open to dogs at any level. Three perfect scores earn the ICA or ICJ, 10 more the ICAX or ICJX, and both X titles the CHICC.

International Challenge Event (ICE)

AGILITY · UKI

A UKI event with European-style courses by international judges, combining an Agility and a Jumping round. Champion dogs run the International level and Beginners and Novice dogs run Rookie, and winners earn byes.

International Program

AGILITY · UKI

UKI's main program of agility, jumping and games classes, with four levels from Beginners to Champion. A dog moves up only when it has the set points in each class type, not just in total.

Intriguing distraction

DRAFT WORK · NCA

An NCA draft exercise judged only if something distracting turns up on its own during the maneuvering course or freight haul. The dog may pause and watch but mustn't go after it, run away or keep barking, and has to carry on within 30 seconds.

Intro

AGILITY · NADAC, USDAA

In USDAA, a separate starter program (Standard, Jumpers, Gamblers, Snooker) for dogs with no other USDAA titles, with extra time and easier equipment. In NADAC, an optional first level in every class but Gamblers, without weaves or discriminations in Regular.

Introduction to Quarry

EARTHDOG · AKC

An earthdog instinct test with no title and no training needed. The dog has 2 minutes after going in the 10-foot den to start working the rats, then must keep at it for 30 seconds. The judge may stir up the cage to help.

Invite (NADD)

DOCK DIVING · NADD

An invitation to NADD Regionals or Nationals, earned one discipline at a time, for example by placing top 3 in a division at a qualifier or Regionals. To accept, a dog also needs 15 Distance, 5 Air Retrieve and 5 Hydro Dash splashes that season.

Iron Dog

FLYBALL · NAFA

A NAFA title and plaque for a dog that earns at least 1 NAFA point in each of 10 racing years in a row.

ISC (International Sweepstakes Class)

AGILITY · AKC

An AKC non-regular class on international-style Agility and Jumping courses (levels 1 to 3), based on FCI rules. It's scored faults then time, places dogs by FCI size, and earns no titles, though clean runs can count toward World Team Tryouts.

IWPA points

WEIGHT PULL · IWPA

IWPA standings points: 1 for each dog in the class you beat that made a successful pull, plus 5, 3 or 1 for placing first to third. Your 5 best pulls count, snow and wheels are kept apart, and the season runs September 1 to March 31.

IWPA Working Dog degrees

WEIGHT PULL · IWPA

IWPA certificates for pulling a multiple of body weight: Working Dog, Working Dog Excellent and Working Dog Superior. On snow that's 5, 10 and 15 times; on wheels 12, 18 and 23 times, over 4, 4 and 3 pulls within 2 back-to-back program years.

J

Jaakko turn

HANDLING

A very tight wrap where the handler stays close to the jump, tucked in by the wing. The dog collects, turns around the wing behind the handler's back, and finishes on the same side it started.

Jackpot

AGILITY · CPE

CPE's gamblers-style class: build points on your own path, then send the dog through a numbered gamble from behind a line. A Q needs the gamble done cleanly in time and the level's points.

Joker

AGILITY · CPE, USDAA

In USDAA Gamblers, the Joker is the timed distance challenge at the end, also called the gamble, which must be done cleanly to Q. In CPE FullHouse, jokers are the 5-point obstacles, and a dog needs one to qualify.

Jr. and TO divisions (C-WAGS)

OBEDIENCE, RALLY · C-WAGS

Every C-WAGS class has a Junior division for handlers under 17, who start at the lowest level and get extra rally retries. Hosts may add a Trial Officials (TO) division for workers and the judge's family, who get Q ribbons but may not be placed.

Judge (judge of record)

AGILITY, GENERAL, HERDING · AKC, ASCA, CPE, NADAC, UKC, UKI, USDAA

Agility: The approved official who designs and measures the course, sets standard course time, briefs handlers and scores every run. The judge of record is the one assigned to that class or trial. UKI, NADAC and UKC all say the judge's call on the day is final.

Herding: In AKC herding, the judge checks the stock, fencing and course before starting, holds a handlers' meeting before each level, and judges at most 50 dogs a day, walking with the flock on Course C. ASCA judges score course and control points.

Judges' Award of Merit (JAM)

HUNT TESTS · AKC

A ribbon field trial judges can give an unplaced dog for especially good work. In retriever trials a JAM in an all-age stake that carries points also opens entry to the Limited and Special All-Age stakes.

Judge's briefing

AGILITY · UKC, UKI, USDAA

A short talk from the judge before a class, covering the standard course time and anything about the course that isn't obvious. Handlers can ask questions. In UKC the walk-through comes right after it.

Jump card

DOCK DIVING · NADD

The card you get for each splash at an open-splash NADD event. You hand it in to get in line, and the judge writes your two jump distances on it. The score on the card is the official one.

Jump height

AGILITY, FLYBALL · AKC, ASCA, CPE, NADAC, NAFA, U-FLI, UKC, UKI, USDAA

Agility: How high the bars are set, based on the dog's height at the withers. AKC uses 8 to 24 inches plus 24C, and UKI adds 22. USDAA gives each of 5 size divisions a Championship and a Performance height, and UKC uses 4, 8, 14 and 20.

Flyball: In NAFA flyball, 6 inches under the height dog's withers, rounded down, from 7 to 14 inches. U-FLI uses 6 to 12 inches, set from the length between the dog's elbow and wrist bone; unmeasured dogs jump 12.

Jump height exemption

AGILITY · ASCA, NADAC

Permission for certain short-legged dogs to jump 4 inches lower than their height would put them. NADAC and ASCA both list breeds such as Corgis, Dachshunds and Basset Hounds, and NADAC can also approve other dogs from photos and a vet-checked height and weight.

Jumpers (JWW)

AGILITY · AKC, CPE, NADAC, UKI, USDAA

A course with no contacts. AKC's Jumpers With Weaves (JWW) always has weave poles, and UKI's Jumping class needs them too. USDAA and CPE Jumpers have no weaves. NADAC's is jumps and maybe one tunnel.

Jumps and Tunnels (JT, JTX)

AGILITY · CKC

CKC's entry-level agility game of 13 to 15 jumps and tunnels, with no weaves or contacts and no faults for refusals or going off course. A run whose time plus faults stays within SCT qualifies; 3 Qs earn the JT and 10 the JTX.

Junior

DOCK DIVING, HUNT TESTS · AKC, NADD

Dock diving: The NADD division above Novice. In Open-class Distance it covers jumps of 10 feet to 14 feet 11 inches (5 feet to 8 feet 11 inches for Lap dogs), and 5 jumps there earn a DJ.

Hunt tests and field trials: The first AKC hunt test level. Retrievers get single marks only, on land and water; pointing dogs must point at least half the birds they find but needn't be steady; spaniels must hunt, flush and retrieve, including from water.

Junior Courser (JC)

LURE COURSING · AKC

The first AKC lure coursing title, for hounds 12 months or older. The hound runs the course alone, keenly and without stopping, and needs passes from 2 different judges at separate events. Both can come on the same day.

Junior Earthdog (JE)

EARTHDOG · AKC

The first trained earthdog title: in a 30-foot den with 3 turns, reach the rats within 45 seconds, start working within 30, then work for 60 seconds straight within a foot of the cage. Two passes under 2 judges earn it.

Junior Handler

AGILITY, BARN HUNT, CONFORMATION, DOCK DIVING, FAST CAT, GENERAL, HAPPY RATTERS, HERDING · AKC, ASCA, BHA, CPE, HAPPY RATTERS, NADAC, NADD, UKC, USDAA

Agility: A young handler, under 18 in most rulebooks (17 and under in ASCA). AKC juniors get a junior handler number, and CPE offers Jr Handler titles. NADAC and ASCA have Junior Handler divisions with a lower jump option, and every UKC trial awards High Scoring Junior.

Fast CAT: Under-18s can release or catch, and get AKC junior recognition.

Dock diving: NADD handlers start at age 5 (alone on the dock at 7), with a junior program at Regionals and Nationals.

Barn Hunt: Barn Hunt sets no minimum age for handlers.

Herding: In AKC herding, a junior can run a dog below its level, but that dog can't win HIT. ASCA has a Working Junior Handler division for ages up to 17, plus one for ages 5 to 18 run with an adult.

Happy Ratters: Happy Ratters juniors are 5 to 17 and need their own JH number. They earn JH titles on points with any dog in any class or game, from JH Ratter at 2,000 points to JH Extreme Ratter at 15,000.

Conformation: Juniors compete in Junior Showmanship, where the judge scores how well the young person presents the dog, not the dog itself. AKC juniors are 9 to under 18; UKC's junior program runs from age 2 to 18.

Junior Hunter, Senior Hunter and Master Hunter (JH, SH, MH)

HUNT TESTS · AKC

AKC hunt test titles for retrievers, spaniels and pointing breeds. JH takes 4 Junior qualifying scores, SH 5 Senior (4 with a JH) and MH 6 Master (5 with an SH). A dog can start at any level.

Junior, Senior and Master Hunter Upland (JHU, SHU, MHU)

HUNT TESTS · AKC

Hunt test titles earned at AKC spaniel hunting tests by breeds that aren't spaniels, such as retrievers and Poodles. The U, for upland, keeps them apart from the JH, SH and MH titles.

Junior Water Dog (JWD)

WATER WORK · PWDCA

The PWDCA's optional starter water title, open from 6 months old. The dog fetches a dummy thrown from shore, boards a boat and rides with the handler, swims from shore to the boat when called, and swims 1 minute alongside the handler.

K

Ketschker (Ketschner)

HANDLING

A tight turn where the dog passes behind the handler's back. Some describe it as a front cross that turns into a blind cross, but handlers in Germany use the name for several different turns.

Knocked bar

AGILITY, DISC DOG, FLYBALL · AKC, ASCA, CPE, NADAC, NAFA, U-FLI, UKC, UKI, USDAA, UPDOG

Agility: A jump bar that comes down because the dog or handler hit it. It's 5 faults in UKI, USDAA, CPE, NADAC and ASCA. In AKC agility it's a failure to perform that costs the Q, and in UKC it's a non-qualifying score.

Flyball: Knocking a jump over costs nothing as long as the dog clears it as if it were still up, and a helper may stand it back up.

Disc dog: In UpDog Frizgility, a knocked jump is out of play and earns no points.

L

LAA (Lifetime Achievement Award)

AGILITY, HAPPY RATTERS · HAPPY RATTERS, USDAA

Agility: USDAA's career award for one dog, from Bronze (150 Qs, with 15 in each core Masters class) through Silver, Gold, Platinum and Titanium to Diamond (1,000 Qs, 100 in each core class).

Happy Ratters: Happy Ratters Lifetime Achievement Awards count every point a dog earns in every class over its career, tallied each year. Amethyst comes at 10,000 points, then a new award every 5,000, up to Fool's Gold at 50,000.

Lack of Control

BARN HUNT · BHA

A Barn Hunt NQ for a dog the handler can't manage safely, like running off with a tube, shaking or biting one, refusing to be caught, wrecking the bales, or crashing into the judge or a wrangler.

Lap class (Lap dog)

DOCK DIVING · NADD

The NADD class for dogs under 16 inches at the withers. Lap dogs have shorter division cut-offs and start Air Retrieve closer to the dock. Height is confirmed by a NADD measurement after age 2 or an AKC or CKC agility height card.

Lap turn

HANDLING

A turn on the flat where the dog is coming toward the handler, who turns it away so it passes in front of the handler and changes sides. In a tandem turn the dog is going the same way as the handler.

Last Chance Qualifier (LCQ)

DOCK DIVING · NADD

A NADD qualifying event held just before the National Championship. Dogs that earn a Nationals invite there don't have to have attended a Regionals.

Layering

HANDLING

Handling from a distance with an obstacle between you and the dog: the handler stays on the outside line while the dog works the obstacles further out and skips the one in between.

Lead change

HANDLING

The dog switching which front leg leads its stride. A dog turns most easily toward its leading leg, so it changes lead to turn the other way, and handlers time their cues to give it room.

Lead dog (single and double lead)

MUSHING

The dog at the front who takes the musher's commands and guides the rest of the team. Teams run a single leader or 2 side by side (a double lead); IFSS requires a neckline joining double leaders except in long distance races.

Lead-out

AGILITY, HANDLING · AKC, ASCA, CPE, NADAC

Agility: Leaving your dog in a stay at the start and walking ahead before you release it. AKC and CPE allow any distance but no touching the dog once you've crossed the start line. NADAC and ASCA eliminate you for walking back past the first obstacle.

Handling: On the handling side, a lead-out is about where you stand: walk to a planned spot on course so you're already ahead of the dog when you release it. It depends on a reliable start-line stay.

Lead-out pivot (LOP)

HANDLING

A front cross done from a lead out: the handler waits out on course and pivots toward the dog as it comes over the first jumps, changing its side and direction.

League play (C-WAGS)

OBEDIENCE, SCENT WORK · C-WAGS

A C-WAGS trial spread over up to 6 dates within 8 weeks. Every result counts as earned on the last date, and placements can be given at the end of the league rather than per class.

Leash guidance

DRAFT WORK · BMDCA

In BMDCA draft tests, steering the dog with the leash, which fails the exercise. It counts once the slack shrinks enough to guide, even before the leash is tight; a loose leash hangs in a visible U or J.

Leash handling

SCENT WORK · AKC, CPE, NACSW

How you manage the leash while the dog searches. Any length is allowed, retractables included. You can steer the dog off a boundary but not correct or pull it; NACSW judges weigh it when pronouncing teams.

Leg

AGILITY, BARN HUNT, DOCK DIVING, EARTHDOG, GENERAL, HERDING, OBEDIENCE, PROTECTION, RALLY, SCENT WORK, TRACKING · AKC, ASCA, BHA, CPE, NADD, PSA, UKC

Agility: One qualifying score that counts toward a title. UKC defines it that way and CPE titles are counted in legs. AKC agility rules mostly say qualifying score instead, while NADAC, ASCA and UKI count points toward titles rather than legs.

Barn Hunt: One qualifying score toward a title: a Q at a licensed trial.

Dock diving: One qualifying score toward a title: each splash's best qualifying score counts in the division it lands in.

Obedience and rally: One qualifying score toward a title. UKC defines it that way in its rulebook and ASCA uses it too ("an Open leg"). AKC's rules say "qualifying score" instead, and use "leg" only for a straight stretch of the heeling pattern.

Herding: In AKC herding, a qualifying score credited toward a title. Only a qualifying run can earn a leg, a placement or championship points.

Scent work: One qualifying search toward a title. AKC needs 3 legs for most class titles; UKC needs 2 passes at 2 trials per element; CPE sets a count per element and level.

Tracking: A straight stretch of track between turns, not a qualifying score: at least 50 yards in a TD or TDX, 30 in a VST.

Earthdog: In AKC earthdog, each extra pass toward an Excellent or Endurance title.

Protection sports: In PSA, a passing run: at least 75% of the points in obedience and in each protection scenario. 2 legs at separate trials earn a PSA 1, 2 or 3 title, and in PSA 2 and 3 the 2 legs must come under different judges.

Level C

AGILITY · CPE

CPE's top level, open in a class once its Level 5 work is done. Runs must be clean, and Level C legs count toward the C-ATE and the 30-leg Extraordinaire class titles, not toward Level 5 titles.

Levels 1 to 5 (CPE)

AGILITY, SCENT WORK · CPE

Agility: CPE's titling levels are 1, 2, 3 and 5 (the rulebook has no Level 4), then Level C. Levels 1 to 3 allow up to 10 faults on a Q and Level 5 allows 5.

Scent work: CPE Canine Scent Sport has Levels 1, 2, 3, 5 (also called CH) and C (also called EX). Each level adds odors, hides and distractions, and Level C has an unknown number of hides and no 30-second warning.

Levels (UpDog)

DISC DOG · AKC, UPDOG

Most UpDog games have a Level 1 and a Level 2, each with its own achievements. In some games you move up by earning a Gold UP; in ThrowNGo and freestyle you may choose Level 2 any time. AKC titles count Level 1 only.

Licensed, member and sanctioned events

HUNT TESTS · AKC

A member event is held by an AKC member club, and a licensed event by a non-member club with AKC's permission; both count toward titles and championship points. A sanctioned event is an informal event that counts for neither.

Lie down

HERDING

The usual herding stop command. Some handlers want the dog flat on the ground; others accept a stand as long as the dog stops.

Lifetime metals

AGILITY · AKC, UKI, USDAA

In AKC, Bronze, Silver, Gold and Century titles (MXB, MJS...) each take 25 more Master Qs. USDAA's Bronze to Diamond tiers sit on Champion titles from 15 to 100 Masters Qs. UKI's Bronze, Silver and Gold class awards are points totals.

Lift

HERDING · AKC

The moment the dog reaches the far side of the stock after its outrun and gets them moving toward the handler, before the fetch begins.

Limited and unlimited classes

MUSHING · IFSS, ISDRA

Sled classes are named by team size. A limited class caps the dogs (IFSS Sp4 means 3 or 4; ISDRA's dryland 6-dog class allows 3 to 6), while unlimited only sets a minimum (7 for IFSS sprint). Check each race's rules for its ranges.

Line

COONHOUND, HANDLING, HUNT TESTS · AKC, UKC

Handling: The path the dog takes through a sequence, seen as one stretch from obstacle to obstacle. Handlers talk about showing the dog its line, holding a line and picking a line that saves time.

Hunt tests and field trials: In retriever events, the spot the judges choose where the dog sits by its handler and is sent from; the honoring dog has its own spot. Giving a line means aiming the dog toward a fall or blind before sending it.

Coonhound: In coonhound field trials and water races, the race to a marked line on the course. In a field trial it's the first hound past the line flags; in a water race, the first to swim under the line (UKC) or exit between the shore posts (AKC).

Line Drive (LD)

BARN HUNT · BHA

An optional Barn Hunt class where a fixed line of 7 or 11 bales hides 9 tubes, and the dog has 1 minute to find the 4 rats. Dogs can work on leash, so blind dogs and dogs in carts can play. Ten Qs earn LD.

Line judge and box judge

FLYBALL · NAFA, U-FLI

Flyball officials. A line judge at each team's start/finish line records which dogs ran, checks jump heights and flags reruns. An optional box judge at each box watches for box errors. The head judge starts heats and makes the final call.

Line manners

HUNT TESTS · AKC

How a retriever behaves at the line: coming in at heel, sitting where placed and waiting quietly. Barking or whining is penalized, and holding or touching the dog to keep it steady can cost the Q or the stake.

Line out

MUSHING

Tells the lead dog to pull forward and keep the gangline tight while the team is stopped, so the dogs stay straight and don't tangle as they're hooked up or unhooked.

Line pull and no line pull

WEIGHT PULL · IWPA

How an IWPA pull is set up. In a line pull the handler walks straight across the finish line (or behind the cart if driving) without stopping. In a no line pull the handler simply releases the dog. Neither allows contact until the pull ends.

Line to shore

WATER WORK · NCA

A WRDX exercise. From a boat 100 feet out, the dog takes the end of a 125 foot line, jumps in and swims it straight to a steward on shore while the handler keeps the other end on the boat.

Liner

EARTHDOG · AKC

The sections that make an earthdog tunnel, about 9 by 9 inches inside, laid on an earth floor and buried so their tops sit level with the ground. Master dens add a narrowed spot and a pipe the dog must get past.

Litter (litter tube)

BARN HUNT, HAPPY RATTERS · BHA, HAPPY RATTERS

Barn Hunt: A Barn Hunt tube holding used rat bedding but no rat. It smells like rat, so the dog has to tell it apart from the real thing. Calling "Rat!" on a litter tube is a wrong call.

Happy Ratters: A dirty tube holding used rat bedding but no rat. Ratter has 1 and every higher standard level has 2, while games such as Earn A Rat and Rat Trap use none. Calling rat on one is a false alert.

Load increment and starting weight

WEIGHT PULL · IWPA, UKC

The weight added to the cart or sled each round, agreed by majority vote of the handlers after the judge recommends it, and fixed for the class. Each class also has a top starting weight, and a dog can come in at or below it.

Loading and unloading

DRAFT WORK · BMDCA

A BMDCA exercise where the dog waits while a steward hands over a light load, like a blanket, pulls it across the ring, then waits again while the steward greets and pats it and takes the load away.

Loose team

MUSHING · IFSS, ISDRA

A team or dog that has got away from its driver. Everyone treats it as in danger: anyone may stop and hold it, and the driver must accept help, even a ride, to catch it. ISDRA adds a 20% time penalty for that ride.

Lure

AKC PROGRAMS, FAST CAT, LURE COURSING · AKC

Fast CAT: The thing a coursing dog follows, pulled along a string by a machine. In CAT and Fast CAT it's a white plastic bag, plastic strips, or a squawker.

Lure coursing: In AKC lure coursing the lure must be plastic strips, pulled along a string around a field course with turns.

AKC programs: In AKC Trick Dog, food or a toy used to guide the dog into position. It's allowed for Novice tricks, only for a few named Intermediate tricks, and not at all from Advanced up. S.T.A.R. Puppy owners may lure the sit and down.

Lure Courser Excellent (LCX)

LURE COURSING · AKC

For Field Champions: 45 more championship points from the Specials or Veteran stake earn the LCX. Each further 45 points adds a level, LCX II, LCX III and so on.

Lure coursing

FAST CAT · AKC

A separate AKC sport for sighthound breeds, where dogs chase a lure over a zig-zag field course of 600 yards or more and are judged on how they run. CAT was built on it, but CAT and Fast CAT are open to every dog.

Lure coursing test and trial

LURE COURSING · AKC

An AKC lure coursing test is pass/fail and gives the JC title and QC certificate. A trial is competitive: hounds run in stakes, get scored and placed, and earn championship points and SC, MC, FC and LCX titles.

Lure operator

FAST CAT, LURE COURSING · AKC

Fast CAT: The person running the lure machine. They start the lure on the Huntmaster's signal, keep it a safe distance ahead of the dog, and stop it right away if anything goes wrong. They can't run the lure for a breed they own and have entered.

Lure coursing: The lure operator does a pilot run before the first course, keeps the lure 10 to 30 yards ahead of the lead hound, and halts it 20 yards or more short of the machine. One operator runs the whole stake.

M

MACH (Master Agility Champion)

AGILITY · AKC

AKC's Regular championship: at least 750 MACH points and 20 double Qs from Master Standard and Master JWW. Every further set adds a number, so 1,500 points and 40 QQs makes a MACH2.

MACH points

AGILITY · AKC

One point for every full second a dog finishes under standard course time on a Master Standard or Master JWW Q, with no partial points. Preferred dogs earn PACH points the same way, and Premier Qs add 15 points toward Nationals.

Magna Cum Laude (MCL)

FREESTYLE · RFE

A Rally-FrEe distinction for a title earned with qualifying scores averaging 190 out of 200. The letters MCL are added to that title.

Major

CONFORMATION · AKC

An AKC win worth 3, 4 or 5 championship points, which takes a bigger entry. A champion needs 2 majors from different judges, so 15 one-point wins won't do it, and a Grand Champion needs 3.

Mandatory gear

MUSHING · IFSS, IDITAROD

The items a musher must carry the whole race, checked by officials. In the Iditarod that includes a sleeping bag, ax, snowshoes, a cooker, 8 booties per dog and a coat per dog. IFSS lets each race add to its basic sled list.

Mandatory rest (layover)

MUSHING · IDITAROD

A required stop in a long distance race. Iditarod mushers take one 24-hour stop at a checkpoint of their choice plus two 8-hour stops at set places, and the stops can't be combined.

Maneuvering course

DRAFT WORK · BMDCA, NCA

The marked course where a hitched dog shows it can steer its rig: circles both ways, curves, 90 degree turns, narrow gaps and an obstacle the handler moves, plus a halt and a back-up. The NCA's covers at least 150 yards.

Mark (marked retrieve)

HUNT TESTS · AKC

A bird the dog watches thrown or shot and fall, then must remember and fetch. Judges score Marking on how well the dog stays in the area of the fall and hunts it out without help from the handler.

Mass start, pursuit start and interval start

MUSHING · IFSS, ISDRA

Teams leave one at a time on a set gap in an interval (single) start, all together in a mass start, and in finishing order, spaced by the real time gaps, in a pursuit start's last heat. IFSS bans mass starts for bikes, scooters and rigs.

Master / Masters

AGILITY, BARN HUNT, DOCK DIVING, HERDING, HUNT TESTS, SCENT WORK · AKC, BHA, NADD, UKC, UKI, USDAA

Agility: AKC's Master level comes after Excellent, needs a perfect 100, and feeds the MACH. USDAA's Masters is its top titling level, 5 Qs per class title. UKI has no Masters level; its Masters Series is a tournament class.

Barn Hunt: The top regular class: 8 tubes with 1 to 5 rats, distance challenges, and you call "Clear" when done. Five Qs earn RATM.

Dock diving: In NADD, the division below Elite (Open Distance 20 feet to 23 feet 11 inches).

Herding: In AKC herding, an "M" added to an HS, HI or HX title after 8 more Qs on that same course and stock type. The owner keeps the count on an AKC form and sends it in.

Scent work: AKC Scent Work's fourth difficulty level, after Excellent, where any of the 4 odors can appear and the number of hides is unknown. A Master title opens the Detective class. UKC's Master is the fourth odor class (myrrh) and also a Handler Discrimination class.

Hunt tests and field trials: The top AKC hunt test level, for a finished hunting companion. Retrievers face triple marks, blinds, walk-ups and diversions; pointing dogs and spaniels need steadiness to wing and shot; all must deliver to hand.

Master Amateur Hunter (MAH)

HUNT TESTS · AKC

A retriever title for passing the Master Amateur Invitational Hunting Test 3 times. More passes add a number, such as MAH6, and the title sits alongside the dog's MH.

Master and Elite (MOD, EOD)

OBEDIENCE · UKC

UKC's 2 top additional titling obedience classes, open to any dog. Master includes a seek back and handler discrimination; Elite, a food refusal. Three qualifying scores earn Master Obedience Dog (MOD) or Elite Obedience Dog (EOD). Not AKC's Obedience Master points title.

Master Courser (MC)

LURE COURSING · AKC

The AKC lure coursing title after Senior Courser: 25 more qualifying scores, each earned running with competition in the Open, Veteran or Specials stake at a licensed or member trial.

Master Earthdog (ME)

EARTHDOG · AKC

The top earthdog test, for SE dogs. Two dogs hunt to the den and mark it; each gets past a tight spot and a pipe, works the rats 90 seconds through fake digging, comes out on cue, and honors. Four passes under 3 judges.

Master Hunter Excellent (MHX)

HUNT TESTS · AKC

A pointing breed test for dogs that hold an MH. It has 2 series, each needing a score of 8 or better, and 3 passes earn the MHX; later passes add a number, starting at MHX4. Each series passed also counts toward the MHA.

Master Hunter lifetime title (MH#)

HUNT TESTS · AKC

A number added after MH for a retriever or pointing dog that has passed the Master test 12 or more times, such as MH12. The owner applies for it and can update it as the count grows.

Master National Hunter (MNH)

HUNT TESTS · AKC

A retriever title for passing the Master National Hunting Test 3 times. More passes add a number, such as MNH6, and the title sits next to the dog's MH. A Master National pass also counts as an MH pass.

Master of Hounds and Hunt Director (MOH, HD)

COONHOUND · AKC, UKC

The licensed or approved official in charge of a nite hunt. Scorecards come back to them, and UKC sends questioned calls to the MOH or a panel. UKC writes it MOH/HD; AKC uses Hunt Director, backed by a 3-person Hunt Committee.

Master Team Award (C-WAGS)

OBEDIENCE, RALLY, SCENT WORK · C-WAGS

A C-WAGS award you apply for once a team holds ACE titles at the same level in 3 of its 4 programs: obedience, rally, games and scent. It comes in 4 levels. The scent-only Achiever Team Award needs ACEs in all 3 scent series.

Master Tracker (MT)

TRACKING · ASCA

An ASCA title for passing at least 3 TD or TDU tests and 2 TDX or UTDX tests, in any mix. Earlier passes count, but the title is awarded only once.

Master Water Dog (MWD)

WATER WORK · PWDCA

The PWDCA's top water title, for dogs with CWDX. A coin toss picks one of 2 five-exercise packages for day one; day two runs the other. 5 passes, under 2 judges at 2 sites, earn MWD, and every 5 more adds a number: MWD2, MWD3.

Masters Challenge

AGILITY · USDAA

USDAA's Standard and Jumpers classes on open courses run at full stride, open to any dog. Ten Qs earn an MC Champion title, and these Qs also count toward the regular Standard and Jumpers Champion titles.

Masters Series

AGILITY · UKI

A UKI class run at Cups, Classics, Festivals and some trials, adding an Agility run to a Jumping run, with faults turned into seconds, lowest total winning. Clear rounds in its heats still earn level points.

Maximum course time (MCT)

AGILITY, TREIBBALL · AKC, ASCA, CPE, NATE

Agility: The time at which a run ends and the dog must leave the ring. AKC Standard and JWW use standard course time plus 20 seconds, and Time 2 Beat 50, 55 or 60 seconds by height. ASCA adds 6 seconds to the longest SCT in the class.

Treibball: In NATE treibball's Standard game, the time to get every ball in the goal and down your dog: 2:15 at Pre-Novice, 2 minutes at Novice, 3 at Intermediate and 4 at Advanced and Expert, with more for Veterans. Running out of time is an NQ.

MDSA classes and titles (RFD, NFD, IFD, SFD, PFD, VFD)

FREESTYLE · MDSA

The Musical Dog Sport Association needs 2 qualifying legs per title: Rookie (RFD), Novice (NFD), Intermediate (IFD), Standard (SFD) and Premier (PFD), plus Veteran (VFD), prop, brace, pair and team classes. There are no placements; each team is judged against the standard.

Measuring (wicket, challenge measurement)

AGILITY · AKC, UKC, UKI, USDAA

Checking a dog's height at the withers with an approved device while it stands square on a flat surface; UKC calls the device a wicket. AKC uses Volunteer Measuring Officials, and owners get one challenge measurement in the dog's life after age 2.

Metallics and medallions (Happy Ratters)

HAPPY RATTERS · HAPPY RATTERS

After titling, you can stay at most levels and run in the metallic class, where points keep adding up toward medallions: Bronze at 1,000, Silver 2,000, Gold 3,000 and Platinum 5,000. The letter joins the title, so RATB or HRATG. Games work the same way.

Mid-distance and long distance races

MUSHING · IFSS

IFSS calls a race of 80 to 250 km mid-distance and anything over 250 km long distance, often run in daily stages. In Alaska, mid-distance usually means 200 to 300 miles and distance means 1,000-mile races like the Iditarod.

Minor and substantial deductions

OBEDIENCE, RALLY · AKC, UKC

How judges size point losses. AKC obedience: minor is ½ to 2½ points, substantial is 3 or more. AKC rally: minor is 1 to 2, substantial is 3 or more. UKC obedience: minor is ½ to 2, major is 2½ or more.

Minus points

COONHOUND · AKC, UKC

Strike or tree points taken away from a hound, for example when it trees and the tree turns out empty, leaves a tree it was called on, quits a track or runs off game. At UKC, 400 minus points means the dog is scratched.

Missed contact

AGILITY · AKC, ASCA, CPE, NADAC, UKC, UKI, USDAA

Coming off a contact obstacle without touching its down zone. It's an NQ in AKC, 15 faults in CPE, 5 in UKI and USDAA, and 10 in NADAC and ASCA. UKC Excellent gives an NQ, and lower UKC classes allow retries at 5 points each.

Mondioring

PROTECTION · FCI, USMRA

An international protection sport with FCI rules, built from parts of existing national sports. A routine runs obedience, then jumps, then bite work with a decoy in a full suit, and each trial has a theme that shapes the props. USMRA runs it in the US.

Mondioring levels (Level I, II, III)

PROTECTION · FCI, USMRA

The 3 levels are scored out of 200, 300 and 400. A dog moves up after 2 scores of at least 160 in Level I, then 2 of 240 in Level II. US results write the levels as MR1, MR2 and MR3.

Most Weight Pulled per Body Pound (MWPPBP)

WEIGHT PULL · IWPA, UKC

UKC's award in each division for the dog that pulled the most for its own size, up to the division's top limit; the faster time breaks ties. IWPA places by most weight pulled, and a class winner may keep pulling for a top percentage.

MOTCH, OTCHX and GMOTCH (CKC)

OBEDIENCE · CKC

CKC titles after the OTCH. OTCHX: qualify in Open B and Utility B at one trial 5 times. MOTCH: 40 points from high scores in both, plus a High in Class. GMOTCH: 10 trials with 195+ in both, plus a High in Trial from each.

Motion cues

HANDLING

Everything a handler shows with their body rather than their voice: speed and direction of movement, position, shoulders, feet, arms and where they look.

Move-up

AGILITY, GENERAL, HERDING · AKC, UKI, USDAA

Agility: Moving a dog up a level after it earns a title. AKC needs it in writing by 6 pm the Monday before a Thursday to Sunday trial; day-to-day move-ups are the club's call. UKI dogs move up the next day, and USDAA dogs can't go back down.

Herding: In AKC herding, moving a dog up a level at a later event after it finishes a title, with notice at least 30 minutes before the event starts. It can't happen at the event where the title was finished.

Moving stand and examination

DRAFT WORK, OBEDIENCE · AKC, ASCA, NCA

Obedience: A Utility exercise where the dog is told to stand while heeling, the handler keeps walking, and the judge examines the dog. The handler then calls the dog straight to heel.

Draft work: In the NCA's DDX test, the hitched dog stops and stands on one command while the handler walks on 10 feet and turns. A judge touches the dog's head, withers and rump, then the handler calls it in.

MPH (Fast CAT speed)

FAST CAT · AKC

Fast CAT turns a dog's 100-yard time into miles per hour by dividing 204.545 by the time in seconds, then rounding to two decimals. A 9.00-second run is 22.73 MPH.

Multibreed class (variety)

FLYBALL · NAFA, U-FLI

A flyball class where the 4 dogs running in each heat are different breeds. NAFA's Multibreed allows 3 breeds plus a mixed breed, and its dogs earn multibreed points too. U-FLI's version is Variety, where a mixed breed counts as one breed.

Multibreed titles (MBD to MBGDCh)

FLYBALL · NAFA

NAFA titles from points earned in the Multibreed class, on the same ladder as the main titles: MBD at 20, MBDX at 100, MBGDCh at 500, up through Multibreed Master at 5,000, MB ONYX at 20,000 and Multibreed Grand Champion at 30,000.

Multiple

DISC DOG · USDDN

A freestyle trick of at least 3 throws in quick succession, scored as a USDDN team element. Pushing the discs straight into the dog's mouth scores low.

Multiple person rescue

WATER WORK · NCA

A WRDX exercise where the dog jumps from a boat and brings 3 calling stewards, 75 to 100 feet from shore, back to the boat. It can take them in any order and carry one, two or all three at a time.

Musher (driver)

MUSHING · IFSS

The person who drives a dog team, whether on a sled, bike, scooter, rig or skis. IFSS and ISDRA rules say "driver", and whoever starts the first heat must drive that team for the whole race unless illness or injury forces a change.

Myrrh and vetiver

SCENT WORK · CPE, UKC

Two less common target odors. In UKC Nosework, myrrh is the required odor in Master and vetiver in Elite. CPE adds vetiver only at Level C.

N

NAC (National Agility Champion)

AGILITY · AKC

The title for the overall winner of each jump height at the AKC National Agility Championship (PNAC for Preferred heights). To enter, a dog needs 7 QQs and 550 MACH and Premier points earned in a qualifying year that runs December through November.

Narrows

DRAFT WORK · BMDCA, NCA

A tight gap on a draft course, often logs or hay bales, that the dog, rig and handler pass through without bumping. BMDCA and NCA Draft Dog narrows are 12 inches wider than the team's widest point; NCA Beginner Draft gives 18.

NATCH (NADAC Agility Trial Champion)

AGILITY · NADAC

NADAC's championship: 230 Regular, 130 Jumpers and 130 Chances points, then 200, 100 and 100 more for each repeat. Variants add more classes (Versatility, Platinum) or fast runs (Speed Star).

National

BARN HUNT · BHA

Barn Hunt's yearly championship, with the Grand National and the Games. To enter, a dog needs 5 Master B Qs in the June-to-May qualifying window, or a bye. Qs there don't count toward regular titles.

National Championship (NADD Nationals)

DOCK DIVING · NADD

NADD's season-ending, invitation-only event, with Distance, Hydro Dash and Air Retrieve splashes, finals and a Junior Handler championship. Dogs compete in the division set by their season average at the end of the season.

National Field Champion and National Amateur Field Champion (NFC, NAFC)

HUNT TESTS · AKC

National Field Champion (NFC) and National Amateur Field Champion (NAFC) are AKC field trial titles for the winner of a breed group's yearly national or national amateur championship stake. Retriever and spaniel winners also become FC or AFC. This isn't UKI's NFC (Not For Competition).

National Obedience Champion (NOC)

OBEDIENCE · AKC

The title for the winner of AKC's yearly, invitation-only National Obedience Championship. Invitations go to top dogs by OTCH points, top dogs by breed, and the top 4 at each regional qualifier.

National Owner-Handled Series (NOHS)

CONFORMATION · AKC

An AKC competition for dogs shown by an owner who isn't a pro. After Best of Breed, the judge picks the best owner-handled dog in that ring for the NOHS groups and Best in Show. No championship points; each breed's top 10 reach the finals.

NDD and BNDD (Novice Draft Dog, Brace Novice Draft Dog)

DRAFT WORK · BMDCA

The BMDCA's entry draft titles. NDD comes from the Novice Draft class, open to any dog at least 2 years old and done mostly on leash. BNDD is the 2-dog brace version, for dogs that each already hold NDD.

Neckline

MUSHING · IFSS, ISDRA

A short line from a dog's collar to the gangline, or between the collars of 2 lead dogs, that keeps the dog lined up. IFSS requires one in 2-dog classes, including 2-dog skijoring and scooter.

NFC (Not For Competition)

AGILITY · UKI

UKI's way to run a class for practice. Declare NFC before the run, then use the standard course time to train, with a toy and even a helper in the ring. Noisy toys aren't allowed, and food only in an approved area. AKC's nearest match is FEO.

Ninety-degree turns and U-turn (draft)

DRAFT WORK · NCA

NCA draft turns are judged by the rig's inside rear wheel, which must stay in a marked lane: 36 inches wide in Beginner Draft, 28 in Draft Dog and 18 in DDX. DDX adds a U-turn round a post and a 90 degree back-up.

Nite Champion (NITECH)

COONHOUND · AKC, UKC

The first nite hunt title: 5 cast wins with a plus score. UKC also asks that the hound hunted the full hunt time in each one. After it the dog hunts in the Champion Division (UKC) or toward Grand Nite Champion (AKC).

Nite hunt

COONHOUND · AKC, UKC

A competitive night hunt for raccoon. A cast of hounds hunts for a set time while handlers call each dog struck and treed, and points depend on order and on whether the raccoon is seen. At UKC, killing the raccoon on purpose gets the dog scratched.

No course

FAST CAT, LURE COURSING · AKC

Fast CAT: A run called off because something got in the dog's way, like the dog tangling in the string or the lure getting too close. In CAT the judge calls it, in Fast CAT the Huntmaster, and the dog gets to run again.

Lure coursing: The judge can scrap a course if hounds are interfered with, a hound tangles in the string or catches the lure, or the lure drifts out of its 10 to 30 yard range. The hounds run again, and any pre-slip penalty carries over.

No Finish (NF)

FLYBALL · NAFA, U-FLI

A heat where a team didn't get every dog, reruns included, through the course correctly, so no time is recorded. U-FLI judges show it with a side-to-side sweep of the hand. In U-FLI Pairs and Singles, any error is an NF.

No pull zone

WEIGHT PULL · UKC

The space between the dog's hind legs and the front of the cart or sled. A UKC handler who stays in it for more than 3 seconds gets a foul, and the judge calls "no pull zone" as a warning.

No time (NT)

AGILITY · AKC, CPE, UKI

A run recorded without a time, so it can't qualify or place. CPE gives an NT for a Fix and Go, a dog leaving the ring or a run past maximum time. AKC FEO runs are marked NT, and a UKI scrimer writes NT when there's no time.

No-right-of-way zone (finish zone)

MUSHING · IFSS, ISDRA

The last stretch before the finish, where a team being caught doesn't have to give way. IFSS makes it at least 800 m, or 150 m for canicross and ski classes; ISDRA marks it about half a mile out.

No-show (NADD)

DOCK DIVING · NADD

A pre-registered NADD splash you didn't withdraw from before entries closed and didn't pay for or jump. Three no-shows cost you the right to pre-register, though you can still enter on site.

Novice

AGILITY, BARN HUNT, CONFORMATION, DOCK DIVING, DRAFT WORK, OBEDIENCE, SCENT WORK · AKC, ASCA, BHA, BMDCA, NADAC, NADD, UKC, UKI

Agility: The entry level in AKC, NADAC (after an optional Intro) and ASCA, split into A and B in AKC and usually ASCA. UKI Novice is the second level, after Beginners, and in UKC Dynamic classes it's the easier of two levels.

Barn Hunt: The first titling class: in 2 minutes, find 1 rat among 3 tubes, climb, and go through a short straight tunnel. Three Qs earn RATN.

Dock diving: In NADD, the lowest division (Open Distance up to 9 feet 11 inches).

Obedience: The first traditional obedience level: heeling on and off leash, a figure eight, a stand for exam, a recall and stays. UKC's Novice swaps the stays for a greeting, an honor and a recall over a high jump.

Scent work: The first scent work level. AKC Novice uses only birch and 1 hide, split into A (dogs new to that element, handled by non-pros) and B (anyone). UKC Novice also uses only birch with 1 hide.

Conformation: In AKC dog shows, a class for dogs 6 months and older that, before entries close, haven't won 3 Novice classes, any first in the other adult classes, or any championship point.

Draft work: In BMDCA draft tests, Novice Draft is the first class, open to any dog whatever titles it has. Most exercises are on leash, each dog hauls 20 pounds, and passing earns NDD.

Novice A and Novice B

AGILITY · AKC, ASCA, UKC

AKC Novice A is for an untitled dog whose owner-handler has never titled a dog; B is for everyone else. ASCA uses A for new teams. UKC splits Beginner and Intermediate into A and B too, and keeps trainers and instructors out of A.

Novice Earthdog (NE)

EARTHDOG · AKC

An earthdog instinct title for dogs with no earthdog title yet. Same 10-foot den as Introduction to Quarry, but the judge can't help: start working the rats within 2 minutes of release and keep going for 30 seconds. Two passes under 2 judges.

Novice Trick Dog (TKN)

AKC PROGRAMS · AKC

The first Trick Dog title: 10 tricks from the Novice list, such as spin, shake hands or getting in a box, or just 5 for a dog with a CGC on record. Food or toy lures are allowed at this level.

NQ (non-qualifying)

AGILITY, GENERAL, HAPPY RATTERS · AKC, CPE, HAPPY RATTERS, UKC

Agility: A run that didn't meet the standard for a Q. UKC describes it as the score for the most serious mistakes, and a dog with an NQ in one class can still run its other classes that day.

Happy Ratters: A run that scores nothing: no rat found in a standard class, or the team is sent out for toileting, distress, poor sportsmanship, repeated roughing of the rat, or contact with the judge or steward.

Nursery

AGILITY · UKI

A UKI class for green dogs or handlers, open from 15 months: a flowing course with no teeter, tire, spread or weaves and a lowered A-frame. Refusals aren't judged, and there are clear-round ribbons but no placements or level points.

NW1, NW2 and NW3

SCENT WORK · NACSW

NACSW's main trial titles, earned in order. NW1 and NW2 need a perfect 100 with no more than 3 faults across all 4 elements at one trial. NW3 needs 100 at one trial or 2 qualifying scores, and can be earned up to 3 times.

NW3 Elite and NW3 element titles (NW3-C, NW3-I, NW3-E, NW3-V)

SCENT WORK · NACSW

An NW3 element title needs 3 passes of one element at NW3 trials. NW3 Elite needs 3 NW3 titles plus competency in all 4 elements, and it opens Elite Division trials.

O

Obedience Master and Grand Master (OM, OGM)

OBEDIENCE · AKC

AKC points titles for UD dogs. Scores of 190+ in Open B or Utility B earn 6 to 15 points; 200 points (at least 60 from each class) makes an OM. There are 9 OM levels, and finishing the 10th earns OGM.

Obedience Trial Champion (OTCH) and OTCH points

OBEDIENCE · AKC, ASCA, CDSP, CKC

Obedience: AKC's OTCH takes 100 points, mostly from placing 1st to 4th in Open B or Utility B, plus 3 first places under 3 judges. ASCA's OTCH needs 100 points earned from scores, not placements, plus set high scores; ASCA also offers OTCH-O.

CDSP and CKC obedience: CKC's OTCH is its Utility title: 3 Utility Qs of 170 or more after the CDX, with no separate UD. CDSP's OTCH-C takes 100 points from Utility B scores of 185 or more (2 to 15 points each) after the UD-C, and repeats.

Object guard

PROTECTION · FCI, NARA

A top-level French Ring and Mondioring exercise: the handler leaves the dog alone with a basket while hidden in a blind, and a decoy makes 3 passes trying to take it. The dog must stop him without straying from the basket.

Obstacle discrimination

HANDLING

A spot on course where 2 obstacles sit close together and the dog has to take the one the handler cues. The classic example is a tunnel tucked under the A-frame.

Obstacle familiarization

AGILITY · UKC

A UKC chance, after the walk-through, for newer dogs to try each obstacle once on leash before the scored run, with jump bars on the ground. B sections and Excellent don't get it, except dogs that haven't yet earned that class's title.

Odor Recognition Test (ORT)

SCENT WORK · NACSW

NACSW's entry test: the dog has to find 1 odor box among 12 cardboard boxes and the handler call it within the time limit. Passing birch, anise and clove earns the ORT title, which every trial requires.

Off contact

HERDING · AKC

When the dog stops controlling the stock, because it's too far away or has lost focus. Judges take points for it.

Off game

COONHOUND · AKC, UKC

Any animal other than a raccoon that a hound runs or trees; birds don't count. At UKC it's minus points in the Registered category and a scratch in Champion Division casts. AKC minuses both strike and tree points.

On by

MUSHING

Tells the team to keep going past another team or anything else that might distract it.

ONYX, FGDCh and Hobbes

FLYBALL · AKC, NAFA

NAFA's top point awards: ONYX at 20,000 points, Flyball Grand Champion (FGDCh) at 30,000, more plaque awards from 40,000, and the Hobbes award at 100,000. AKC records ONYX and FGDCh.

Open

AGILITY, BARN HUNT, CONFORMATION, DOCK DIVING, DRAFT WORK, FLYBALL, HERDING, OBEDIENCE · AKC, ASCA, BHA, BMDCA, CKC, NADAC, NADD, NAFA, UKC

Agility: The middle level in AKC, NADAC and ASCA. AKC Open follows the Novice title in that class, NADAC needs a Novice title (30 points) in that class, and ASCA dogs move up after the Novice title (30 Regular points, or 20 in Gamblers or Jumpers).

Dock diving: In NADD, the class for dogs 16 inches and taller at the withers.

Barn Hunt: The second level: 2 rats among 5 tubes, a tunnel with one turn, and 2:30 on the clock; three Qs earn RATO.

Obedience: The second traditional obedience level, all off leash: heeling with a figure eight, a drop on recall, 2 dumbbell retrieves and a broad jump. AKC and ASCA add command discrimination and a stand stay; UKC adds a greeting. Three Qs earn the CDX (UKC: UCDX).

Herding: ASCA stockdog's middle division, after Started. A qualifying score is 88 of 125, the handler must stay behind the Open handler line, and 2 qualifying scores under 2 judges earn the OTD title.

Flyball: In NAFA flyball, a class where dogs may race for a club without waiting the usual 87 days after leaving another, and teams pick any legal jump height. Open teams earn points and placements but can't set records.

Conformation: In dog shows, the class any dog 6 months or older can enter. AKC shows that offer Winners must hold it. UKC's Open is for non-champions.

Draft work: In BMDCA draft tests, Open Draft is the off-leash class for dogs with NDD. A vet's weight certificate sets the freight, about the dog's own weight, and passing earns DD.

Open splash

DOCK DIVING · NADD

The NADD format used at many mobile docks: all of the day's splashes run at once, and you jump whenever you hand in your jump card and your name comes up, until open-splash time ends.

Out (get out)

HANDLING, PROTECTION · FCI, PSA, USCA

Handling: A verbal cue asking the dog to move sideways away from the handler and keep working on a line further out, often on a parallel path.

Protection sports: The dog letting go of the bite on command. In IGP the handler gives one out, then up to 2 more when the judge says, each costing points; no release after that disqualifies. PSA allows 3 out commands, at least 5 seconds apart.

Outrun (cast)

HERDING · AKC

The dog's run out from the handler, in a wide pear-shaped or half-circle path, to get behind the stock without upsetting them. Running straight up the middle or crossing over costs points.

Outside assistance (double handling)

AGILITY, GENERAL · AKC, ASCA, CPE, NADAC, UKC, UKI, USDA

Help from someone outside the ring, like calling directions or standing where the dog will be drawn to them. AKC penalizes it from 5 points up to elimination, and NADAC and UKI eliminate the run. UKC calls it double handling and can remove the person from the grounds.

Outstanding and Superior Performance titles

AGILITY · ASCA, NADAC

Optional extra titles for staying at a level. NADAC counts the level's total points (Regular needs 100 and 200, or 200 and 400 in Elite). ASCA counts points earned after the level title (Elite Regular needs 200, then 400).

Overrun

LURE COURSING · AKC

When the lead hound passes the lure because the lure operator let it fall within 10 yards. The judge can call a no-course.

Overs

DISC DOG · USDDN

Freestyle tricks where the dog goes over the handler's body, without touching it, to catch a thrown disc. USDDN scores 2 different overs as one team element.

P

PACH (Preferred Agility Champion)

AGILITY · AKC

AKC's championship for the Preferred classes: 750 PACH points and 20 double Qs from Master Standard Preferred and Master JWW Preferred. It repeats with a number, like the MACH.

Pack

HUNT TESTS · AKC

In beagle and Basset field trials, hounds run together as a group on rabbit or hare. Small packs hold 4 to 7 hounds, a large pack trial casts the whole class at once, and the last hounds left run as the winners pack.

PAD (Points and Distance)

AGILITY · CKC

A CKC strategy game: in 35 seconds, collect points from obstacles worth 1 to 10 and do a distance sequence from behind a line for 20 bonus points. A Q needs the sequence plus a set score; titles run NP, IP, XP and MXP.

Pairs freestyle

DISC DOG · SKYHOUNDZ

A Skyhoundz freestyle division for 2 throwers and 1 dog, with up to 10 discs. It's judged like solo freestyle plus a Teamwork score for how well the 2 people work together.

PAL and Canine Partners numbers

AKC PROGRAMS, GENERAL · AKC

Two AKC numbers, besides full registration, that let a dog earn AKC titles. A Purebred Alternative Listing (PAL) is for a purebred that can't be registered; an AKC Canine Partners number is for mixed breeds and purebreds alike.

Palisade

PROTECTION · FCI, NARA

The tall solid wall a French Ring or Mondioring dog scales and climbs down the far side (French Ring dogs then come back over). Heights start at 1.8 m and go up to 2.3 m in the top level, with more points for a higher wall.

Panel jump

AGILITY · AKC, CPE

A jump filled with boards from the bar height to the ground, so it looks like a solid wall to the dog. Knocking the top board down is faulted like a knocked bar. In AKC the judge can swap it for a bar jump when it's windy.

Pass

DRAFT WORK, FAST CAT, FLYBALL, HUNT TESTS, SCENT WORK, WATER WORK, WEIGHT PULL · AKC, BMDCA, IWPA, NACSW, NAFA, NCA, PWDCA, U-FLI, UKC

Fast CAT: CAT and Fast CAT are pass/fail. A CAT pass means finishing the course eagerly, without stopping, inside the time limit; a Fast CAT pass means running to the finish line without stopping. Peeing or pooping on course is a fail.

Scent work: In UKC Nosework every search is pass or fail: a pass means all hides called with no more than 1 fault. NACSW's ORT is also pass or miss, with no score or time recorded.

Flyball: The moment the next dog crosses the start/finish line as the returning dog comes in, ideally nose to nose. Crossing too soon is an early pass and the dog reruns. A U-FLI team may use a pass caller to help time it.

Hunt tests and field trials: In hunt tests, another word for a qualifying score, since dogs pass or fail against the standard instead of being placed. MNH and the MH lifetime title count passes, and in an MHX test each series is passed or failed on its own.

Weight pull: Skipping a round instead of pulling at that weight. You can pass up to 2 rounds in a row, then must pull, and once the dog is hooked up you can't pass that round.

Water work and draft work: NCA water and draft tests, BMDCA draft tests and PWDCA water trials are pass or fail, with no points or placings. A dog has to pass every exercise at its level at one test to earn the title or leg.

Passing and "Trail!"

MUSHING · IFSS, ISDRA

A catching team calls "Trail!" once its leaders are about 15 m (50 ft) back. The slower team moves aside and slows, or stops if asked, and can't re-pass straight away. In canicross, bike, scooter and ski classes, the passed team keeps to one side and slows.

Pause table

AGILITY · AKC, CPE, UKC, USDAA

A low square table the dog jumps onto. In AKC the dog stays on it for a 5-second count in any position. USDAA uses it in Standard only below Masters, CPE only to stop the clock in games, and UKC's upper classes may use a pause box instead.

PAWS

DISC DOG · SKYHOUNDZ

Skyhoundz's freestyle scoring: Presentation, Athleticism, Wow! Factor and Success, each scored 1 to 10 in quarter points. Success means finishing the tricks you try, weighted for difficulty.

PAX (Preferred Agility Excellent)

AGILITY · AKC

An AKC Preferred title for 20 double Qs in Master Standard Preferred and Master JWW Preferred, with no points needed. Each further 20 QQs adds a number (PAX2 at 40).

PDC (Protection Dog Certificate)

PROTECTION · PSA

PSA's pass or fail entry test, which every dog must pass before PSA 1. It's a 65-point on-leash obedience routine and 3 protection scenarios, each needing 75%, and dogs must be over 14 months. The PDC-SD version uses a sleeve instead of a suit.

PDCH (Performance Dog Champion)

AGILITY · USDAA

The Performance program's counterpart of the ADCH, still awarded today with the same Bronze to Diamond tiers. USDAA's current rules chapters don't spell it out; its title list names it as the Performance Dog Champion.

Performance event (trial vs match)

AGILITY, GENERAL · AKC, UKC

A trial is an official event where qualifying runs count toward titles. AKC sanctioned matches are informal events with no title credit, often held by clubs working toward licensed trials. UKC calls any event judged on performance rather than looks a performance event.

Performance program

AGILITY · USDAA

USDAA's parallel titling path where dogs jump 4 inches lower than Championship height and usually get more time. Titles are earned at Performance height or a mix of Performance and Championship runs.

Phases (A, B, C)

PROTECTION · DVG AMERICA, FCI, USCA

The 3 parts of an IGP trial: A is tracking, B is obedience and C is protection, each worth 100 points. Trials with a protection phase alone aren't allowed, and the GPr title covers obedience and protection only.

Pivot (parkour)

PARKOUR · ADP, IDPKA

The dog keeps its front paws on a raised object and walks its back feet all the way around, a full circle in each direction. IDPKA's Intermediate title asks for it; All Dogs Parkour calls it Split Level (Pivot).

Placements and ribbons

AGILITY, GENERAL, HAPPY RATTERS · AKC, ASCA, CPE, HAPPY RATTERS, UKC, UKI

Agility: Awards for the top finishers plus a ribbon for each qualifying run. AKC places 1st to 4th (blue, red, yellow, white) and only qualifying dogs can place. UKI ties the number of places to class size, CPE uses teal Q ribbons, and UKC's 3rd is green.

Happy Ratters: Happy Ratters places 1st to 4th (blue, red, yellow, white in the US) and gives a ribbon for each qualifying run: orange for 100 or more points in the standard classes, green under 100, rainbow for metallic runs and hot pink in games.

Plus points

COONHOUND · AKC, UKC

Strike and tree points that count for the hound because the raccoon was seen in the tree, by a non-hunting judge or a majority of the cast. If the dog catches the raccoon, only its strike points go plus.

Point ball (pointer)

TREIBBALL · NATE

The single ball at the front of a treibball formation. In most NATE games the dog must push it into the goal first; another ball first adds time faults, and at Advanced and Expert it's an NQ.

Point (on point)

HUNT TESTS · AKC

A pointing dog freezing with its nose aimed at a bird it has found, so the hunter can walk up. Judges score Pointing on intensity, staunchness and pinpointing the bird, and a soft or wavering point (flagging) is a fault.

Points

BARN HUNT, FAST CAT, FLYBALL, PROTECTION, SCENT WORK · AKC, BHA, CPE, FCI, NACSW, NAFA, NARA, PSA, U-FLI, USMRA

Fast CAT: A run's MPH times the dog's handicap: a small dog at 20.45 MPH with a 2.0 handicap earns 40.90.

Barn Hunt: In Crazy 8s, 10 points per rat, tunnel and climb, plus bonuses.

Scent work: An NACSW trial is worth 100 points split evenly across the hides, so each correct call earns a share. Elite titles add up trial scores (150 for ELT1). CPE's C-SNITCH and C-SNITE count points from qualifying runs.

Flyball: Each dog in a flyball heat earns points from the team's time. NAFA gives 25 under 24 seconds, 5 under 28 and 1 under 32, with at least 4 teams entered. U-FLI gives 30, 25, 15 or 10, plus 5 for a heat win.

Protection sports: IGP scores each phase out of 100, so 300 a trial. French Ring scores the Brevet out of 100 and Rings 1 to 3 out of 200, 300 and 400; Mondioring's 3 levels use the same totals. PSA's PDC adds to 155.

Post Advanced Trial Dog (PATD)

HERDING · ASCA

ASCA's optional field division for dogs with an ATD on sheep or cattle. It runs in a big pasture (at least 6 acres) with a 15-minute limit, Course A adds a figure-8 cross drive, and it needs 88 of 125 to qualify.

Post turn

HANDLING

A turn where the dog stays on the same side of the handler, who acts like a post the dog turns around. Also called a shoulder pull or pivot turn.

Power and Speed

AGILITY · UKI

A UKI games class in two parts. The power section is the contacts, weaves, a long jump and a spread, and only a fault-free power section lets the dog go on to the speed section of jumps and tunnels.

PR (Purple Ribbon)

COONHOUND · UKC

A UKC mark, not a title, shown as "PR" before a dog's registered name. It means every ancestor in the dog's 3 generation pedigree, all 14 of them, is UKC registered and the same breed.

Practice jump

DOCK DIVING · NADD

An optional, unscored first jump in a NADD Distance splash, which you ask the judge for out loud. If a dog jumps before it's cued and hasn't had its practice yet, that jump becomes the practice. Air Retrieve allows one at regular events.

Practice rat

HAPPY RATTERS · HAPPY RATTERS

A rat in a tube that a club may set out so Ratter and Happy Ratter dogs can practice before their runs. It's swapped every 2 hours if those levels run long, and there are no litter or empty tubes to practice on.

Preferred (and other lower-height options)

AGILITY, OBEDIENCE · AKC, ASCA, CKC, CPE, NADAC, UKC, UKI, USDA

Agility: AKC Preferred jumps one height lower with 5 extra seconds and its own titles. UKI Select also drops one height, with no spread jumps. The others: USDA Performance heights, CPE Enthusiast and Specialist, NADAC Skilled, ASCA's ACE program and UKC's Minimum Jump Height. In AKC, Preferred is its own title track (NAP through PACH), so Regular and Preferred Qs don't carry across, apart from the AGCH.

Obedience: AKC's alternative titling path: the same exercises as Novice, Open and Utility, but jumps at half the dog's height and no group stay. They earn PCD, PCDX and PUTD.

CKC agility: CKC's Selected division jumps one height lower (some listed breeds two) with 10% more course time. Titles carry an S, as in AGMXS, and Selected legs don't move with the dog back to Regular.

Preferred titles (PCD, PCDX, PUTD, PUDX, POC)

OBEDIENCE · AKC

PCD, PCDX and PUTD each take 3 Qs in Preferred Novice, Open or Utility. PUDX takes Qs in both Preferred Open and Utility at 10 trials. POC (Preferred Obedience Champion) takes 750 points from 190+ scores plus Qs in both classes at 20 trials.

Pre-Flight

FLYBALL · U-FLI

A U-FLI training class for dogs not ready to race head to head. A dog gets two 7-minute sessions in the ring (12 minutes for a Club Pre-Flight group of 3 to 5) to work on anything. No points or times are recorded.

Premier

AGILITY, DOCK DIVING · AKC, NADD

Agility: AKC's harder Standard and JWW classes with one level for every dog, a maximum course time, and a perfect score needed to Q (runouts aren't judged). 25 Qs, 5 of them top 25% finishes, earn the PAD or PJD.

Dock diving: In NADD, the top Distance division, for Open-class dogs jumping 28 feet or more. Its titles start with DP (Dock Premier).

Premium list

AGILITY, GENERAL · AKC, ASCA, CPE, UKI, USDA

The official announcement for a trial, with the date, place, judges, classes, fees, jump heights and entry details. USDA calls it the agility test schedule. Club options like FEO or day-to-day move-ups have to be stated in it.

Pre-Novice

AGILITY, OBEDIENCE · ASCA, CKC, UKC

Agility: An optional ASCA class for dogs over 12 months with no teeter or weave poles. Dogs under 18 months jump at least 4 inches lower, and the club can leave out other obstacles.

Obedience: UKC's starter obedience class, all on leash, where handlers can talk to and encourage their dog. Exercises are heel on leash, a 3-cone serpentine, a sit for exam, a down stay and a recall; 3 Qs earn the PN.

CKC obedience: CKC's optional first obedience class for dogs without a CD, scored only Q or NQ with no points. Qualifying in all 5 exercises at 3 trials under 2 judges earns the PCD (Pre-Companion Dog).

Pre-slip

LURE COURSING · AKC

Letting a hound go before the "T" of "Tallyho." The judge takes 1 to 5 points off, and the penalty follows the hound to the rerun if the course is scrapped.

Pre-swim (warm-up)

WATER WORK · NCA, PWDCA

At NCA water tests, a 15 minute swim before each division's judging so dogs can get used to the water and markers. One test article is allowed, food isn't, and it's not for training. PWDCA trials give each team a 3 minute warm-up instead.

Pre-Trial Tested (PT)

HERDING · AKC

AKC's second herding test title, a step below trial work. The dog takes stock through 4 gates with a turn, shows a stop, waits while the gate opens, and pens them. 2 passes under 2 judges earn it; HT isn't required first.

Proficiency tests (WCFO bars and medals)

FREESTYLE · WCFO

WCFO's pass or retry tests, live or by video, where a team performs a set list of moves in a short routine. Levels go Bronze, Silver and Gold, each a Bar test then a Medal test, for heelwork to music and musical freestyle separately.

Proficient

AGILITY · NADAC

NADAC's default category, where a dog jumps the height set by its withers measurement. Points earned here and in Skilled count toward the same titles.

Pronounced

PROTECTION, SCENT WORK · NACSW, USCA

Scent work: An NACSW honor, not a title. Judges mark "P" on a search for stand-out teamwork; a team with a P on every search that trial is pronounced and gets a ribbon.

Protection sports: In USCA IGP trials, the top TSB rating (written a), the judge's note on a dog's drive, confidence and stress tolerance in protection. The others are sufficient (vh) and insufficient (ng). It's noted apart from the points, and FCI rules don't recognize it.

Prop

AKC PROGRAMS, FREESTYLE · AKC, MDSA, WCFO

AKC programs: In AKC Trick Dog, an object a performer uses to tell the story, like a toy piano, basketball hoop or homemade jump. A treat or a toy given as a reward doesn't count. Performer needs at least 3 tricks with props, Elite Performer at least 5.

Canine freestyle: In freestyle, an object the handler brings into the routine. MDSA has prop classes (R-PROP, N-PROP) where the dog must use each prop, and WCFO deducts points when a prop isn't part of the routine or setup runs past 60 seconds.

PSA 1, PSA 2 and PSA 3

PROTECTION · PSA

PSA's titles. PSA 1 mixes on-leash and off-leash work with one surprise scenario; PSA 2 is all off leash, adding a call-off; PSA 3 is entirely surprise obedience and protection. Each title needs 2 legs, and dogs must be 14 months old.

PSA (Protection Sports Association)

PROTECTION · PSA

A civilian protection sport built on realistic scenarios rather than fixed routines, with bite suits, cars, props and judge-designed surprises. Dogs start with the PDC certificate, then earn PSA 1, 2 and 3 in order and can't drop back a level.

Pulka

MUSHING · IFSS

A small, short-runner sled that 1 to 4 dogs pull while the racer skis behind on a tugline. Solid shafts stop it running into the dogs, and it's weighted to a share of their weight (70% for 1 dog).

Pull

HANDLING, WEIGHT PULL · IWPA, UKC

Handling: Drawing the dog toward the handler, often by turning away from it so it comes along on the same side. Handlers use it to bring a dog in past an obstacle or into a tight turn.

Weight pull: One attempt to move the loaded cart or sled 16 feet within 60 seconds. Time starts when the handler gives the command or the dog starts pulling, and stops when the front wheels or runners touch the finish line.

Puppy class

CONFORMATION · AKC, CKC, UKC

In AKC, a class for non-champions 6 to under 12 months old, which clubs may split at 9 months. CKC always splits it into Junior Puppy and Senior Puppy. UKC's age classes are Puppy (to 1 year), Junior (1 to 2) and Adult (2 and up).

Push

HANDLING

Moving into the dog's path to press it away from the handler toward an obstacle, often to send it to a backside. Some handlers use "push" as the verbal for that.

Q

Q (qualifying score)

AGILITY, BARN HUNT, DOCK DIVING, EARTHDOG, HAPPY RATTERS, HERDING, HUNT TESTS, LURE COURSING, OBEDIENCE, RALLY, SCENT WORK, TRACKING · AKC, ASCA, BHA, C-WAGS, CDSP, CKC, CPE, HAPPY RATTERS, NACSW, NADAC, NADD, UKC, UKI, USDAA, WCRL

Agility: A run good enough to count toward a title.

AKC needs 85 of 100 points from Novice to Excellent and a perfect 100 in Master and Premier. UKI and USDAA Standard need zero faults, ASCA Regular allows 5, and UKC needs 170 of 200 (195 in Excellent).

Barn Hunt: A Q is a qualifying score; an NQ isn't. In Barn Hunt a Q means every required element done in time with no NQ errors.

Dock diving: In NADD, any jump the dog takes off the dock on its own, in time, qualifies.

Obedience and rally: Obedience in AKC, ASCA and UKC: 170 of 200, with over half the points on every exercise. Rally: AKC and UKC need 70 of 100; ASCA and WCRL score out of 200 and need 170 (190 in ASCA's C classes). Less is an NQ.

Herding: In AKC herding trials, 60 of 100 points with no scoring section below half. ASCA needs 69 of 100 in Started, 88 of 125 in Open, Advanced and Post Advanced, 91 of 130 in farm trials, and 75 of 100 in ranch trials.

Scent work: In AKC Scent Work, a Q means every hide found and called in time with no NQ faults. NACSW uses scores: 75 points at Level 1 Element Specialty, or at most 1 error at NW3, with up to 3 faults. UKC calls it a pass.

Lure coursing: In AKC lure coursing, at least half the points from each judge, and the hound normally must finish.

Tracking: Tracking is pass or fail, and a pass needs both judges to agree.

Earthdog: Earthdog is pass or fail, and a pass needs every part of the test.

Happy Ratters: A run that scores points and isn't an NQ. Most titles are built from points rather than a count of runs: 300 for most levels and games, 500 for REX and Level 5 games.

Hunt tests and field trials: In AKC hunt tests, a dog that meets its level's standard. Judges grade each ability 0 to 10, and a Q needs an overall average of at least 7 with no key ability below 5. Field trials have placements, not Qs.

CDSP, CKC and C-WAGS obedience and rally: CDSP obedience needs 170 of 200 (185 in C classes) and half of each exercise. CKC rally needs 70 of 100, but 85 in Rally Master. C-WAGS rally and obedience need 70 of 100, with Level 5 obedience at 120 of 150.

Qualified courser (QC)

LURE COURSING · AKC

A certificate, not a title. The hound runs with another hound and must finish keenly, stay on the lure and leave the other dog alone. It's needed to enter the Open stake; an ASFA certification course certificate also counts.

Qualifier (NADD)

DOCK DIVING · NADD

A NADD event where each division's 3 best dogs (Open, Lap and Veteran) earn invitations. Scoring is like a normal event, but a dog needs at least 3 Distance jumps there to be ranked, and Air Retrieve voluntary withdrawals don't count.

Qualifying jump

DOCK DIVING · NADD

Any judged NADD jump where the dog goes into the water off the dock on its own within the time limit, whether or not a toy was thrown. The longer of a splash's two qualifying jumps is the score that counts toward titles.

Qualifying period

AGILITY, GENERAL · ASCA, UKI

The window of dates when results count toward a championship event or its byes. ASCA's Agility Finals period runs from June 1 to May 31, and UKI posts a period for its US Open, which ends in late September.

Qualifying pull (weight pull)

WEIGHT PULL · UKC

A UKC pull of 16 feet in 60 seconds or less with no foul, at no less than 8 times the dog's body weight on wheels, 10 times on rails or 3 times on snow. You need one to move on to the next round.

Quarry

EARTHDOG · AKC

What the dog works in earthdog: 2 adult rats in a secure cage behind bars, which the dog can never touch. Clubs can use a scented artificial quarry that moves instead.

Quartering

HUNT TESTS · AKC

Crossing the ground from side to side while moving forward, so the dog covers the cover in front of the hunter. The pointing breed rules call running straight ahead without doing this line running.

R

Race

FLYBALL · NAFA, U-FLI

A meeting of 2 flyball teams over several heats, decided by heats won. Tournaments run races in a round robin, sometimes followed by single or double elimination.

Race marshal

MUSHING · IFSS, ISDRA

The chief judge at a sled dog race, with final say on the rules. Only the race marshal can disqualify a team; other race judges can warn or penalize.

Racing lane

FLYBALL · NAFA, U-FLI

Each team's straight lane: the start/finish line, a first jump 6 feet out, 3 more jumps 10 feet apart, and the box 15 feet past the last jump. Two lanes run side by side.

Racing year

FLYBALL · NAFA

NAFA's season, running from October 1 to September 30. Iron Dog and regional championships are counted by racing year.

Rally Advanced Excellent (RAE)

RALLY · AKC

An AKC rally title for 10 trials where the dog qualifies in Advanced B and in Excellent B at that one trial, counted after the RE. Every further 10 adds a number: RAE2, RAE3 and so on.

Rally Advanced (RA)

RALLY · AKC, ASCA

The first off-leash rally level, with one jump on the course in AKC. Three qualifying scores earn the RA; ASCA requires at least 2 different judges.

Rally Champion (RACH) and RACH points

RALLY · AKC

AKC's rally championship. Scores of 91+ in Advanced B, Excellent B and Master earn 5 to 10 points. A RACH takes 300 points (150 from Master) plus 20 triple Qs: qualifying in all 3 classes at the same trial.

Rally Choice (RC)

RALLY · AKC

An AKC rally class open to every dog, off leash with no jumps and no retrievers. RC takes 10 qualifying scores under at least 2 judges. Not to be confused with the 24 inch Choice jump height in AKC agility.

Rally Excellent (RE)

RALLY · AKC, ASCA

An off-leash rally level, and handlers may not clap or pat their legs. In AKC the dog jumps twice and the course ends with a sit stay while the handler fetches the leash; ASCA uses one starred jump. Three Qs earn the RE.

Rally Intermediate (RI)

RALLY · AKC, CKC

Rally: An AKC on-leash rally class between Novice and Advanced, with some Advanced signs but no jumps. Three qualifying scores earn the RI.

CKC rally: CKC's optional rally class for dogs with the RN, not needed before Rally Advanced. Dogs may keep entering it after the RI or higher titles; 3 Qs of 70 or more under 2 judges earn the title.

Rally Master (RM) and Rally Masters

RALLY · AKC, ASCA, CKC

Rally: AKC's Rally Master class needs an RE to enter and has no retrievers; RM takes 10 qualifying scores under 2 or more judges. ASCA's Rally Masters level also gives an RM title, but for 3 qualifying scores.

CKC rally: CKC's top rally class, for dogs with the RE, with a stand stay and a send to jump. A Q needs 85 rather than 70, and 3 Qs under 2 judges earn the RM.

Rally National Champion (RNC)

RALLY · AKC

The title for the overall winner of the Championship class at AKC's yearly Rally National Championship.

Rally Novice (RN)

RALLY · AKC, ASCA

The first rally level, done on leash. Three qualifying scores earn the RN. AKC has no judge requirement for it; ASCA wants at least 2 different judges and scores the course out of 200.

Rally pairs

RALLY · AKC, ASCA

A non-regular class. In AKC, one handler takes 2 dogs through a course with no jumps, scored out of 200 with no NQs. ASCA offers pairs classes at several levels; its Masters Pairs is off leash except in a tagging zone.

Rally (rally obedience)

RALLY · AKC, ASCA, UKC, WCRL

A heeling course where the team follows numbered signs, each naming an exercise like a turn, a halt or a recall, at their own pace without the judge calling orders. Handlers can talk to their dog and praise it throughout.

Rally Trial Champion (RTCH)

RALLY · ASCA

ASCA's rally championship, started after the RM. Teams earn points for scores of 191+ in Excellent B and Masters B when they qualify in both at the same trial; it takes 100 points from each, including 5 scores of 195+ in each.

Rally-FrEe

FREESTYLE · RFE

A sport from Rally Freestyle Elements that puts freestyle tricks and heelwork on a rally-style course of 15 signs. Teams start at 0 and earn up to 200 points; nothing is deducted.

Rally-FrEe titles (R-FE/N, R-FE/X, R-FE/M, R-FE/CH, R-FE/GrCH)

FREESTYLE · RFE

In Rally-FrEe, Novice (R-FE/N) and Intermediate (R-FE/X) take 3 Qs each, Advanced (R-FE/M) and Champion (R-FE/CH) 2 each, and Grand Champion (R-FE/GrCH) 5. A Q is 125 points, or 175 at Grand Champion; Alternative and Elite divisions use their own scores.

Ranch trial and Ranch Dog (RTD, RD)

HERDING · ASCA

ASCA's Ranch Trial copies ranch work on sheep or cattle, with pen work, sorting, a chute and pasture, and no handler limits. One score of 75 earns RTD. Ranch Dog (RD) is a pass or fail check of a working dog on its own ranch.

#

"Rat!" call

BARN HUNT, HAPPY RATTERS · BHA, HAPPY RATTERS

Barn Hunt: How a Barn Hunt handler tells the judge the dog has found a live rat tube. It has to be a statement, not a question, though another clear word or a raised hand works too. The dog doesn't have to touch the tube.

Happy Ratters: Saying "rat" (or signaling) when your dog shows you a find. The judge must confirm it before you go in to reward, and when you know how many rats are out, the judge counts them aloud (Rat 1, Rat 2).

R

RAT (Ratter)

HAPPY RATTERS · HAPPY RATTERS

The first Happy Ratters standard level and title: 2½ minutes to find 1 rat among a rat tube, an empty tube and a litter tube, all somewhat visible, plus a bridge and burrow. Faults are unlimited but cost points. It takes 300 points.

Rat Steward and Rat Catcher

HAPPY RATTERS · HAPPY RATTERS

The Happy Ratters ring crew for the rats. The steward works inside the ring and lifts out found tubes, holding them level, then hands them out of the ring to the catcher, who sets them down at least 10 feet from the ring.

Rat Trap (HRRT)

HAPPY RATTERS · CKC, HAPPY RATTERS

A Happy Ratters game among 12 to 30 visible tubes on the ground, each with a rat or nothing. Level 1 is 1 rat in 2 minutes; Level 5, 2 to 10 rats, count unknown. HRRT1 to HRRT5 take 300 points (500 at Level 5).

Rat Wrangler and Wrangler

BARN HUNT, DOCK DIVING · BHA, NADD

Barn Hunt: A Rat Wrangler moves and removes the rat tubes and keeps the rats safe, under a Chief Rat Wrangler.

Dock diving: In NADD dock diving, the wrangler is the person who tells teams when to jump and makes sure the pool is clear.

RATCH (Barn Hunt Champion)

BARN HUNT · BHA

Barn Hunt's championship title. After the RATM, a dog runs Master B and needs 10 Qs there, under at least 2 judges.

RATCHX

BARN HUNT · BHA

The Barn Hunt title after RATCH: 10 more Master B Qs under at least 2 judges. A number is added for each further 10, so RATCHX2 comes at 20.

Ratings (V, SG, G, BF, MG)

PROTECTION · DVG AMERICA, FCI, USCA

IGP's grades, from the German: excellent (V, vorzüglich, 96% or more), very good (SG, sehr gut, 90%), good (G, gut, 80%), satisfactory (BF, befriedigend, 70%) and insufficient (MG, mangelhaft, below 70%). USCA writes satisfactory as B and insufficient as M.

RATNX, RATOX and RATSX

BARN HUNT · BHA

Barn Hunt's B-class titles at Novice, Open and Senior, each earned with 10 Qs in that B class under at least 2 judges. Every 10 more adds a number (RATNX2 at 20). Dogs can move in and out of B classes and keep their Qs.

Rats in the Garden (HRRG) and Rats in the House (HRRH)

HAPPY RATTERS · CKC, HAPPY RATTERS

Two Happy Ratters games with the same rules: Garden is outdoors among planters, wheelbarrows and toys, House is indoors among furniture. Levels 1 to 5 run from 1 rat to 1 to 6 unknown rats, earning HRRG1 to 5 or HRRH1 to 5.

RCH, RGCH and RMX (CKC rally)

RALLY · CKC

CKC rally titles counted from same-trial pairs in Excellent B and Master. RMX: 10 pairs (90+ and 85+). RCH: 100 points (50 from each class) from high scores. RGCH: 10 pairs of 95+ under 8 judges plus a High in Class in each.

Rear cross

HANDLING

A side change made behind the dog: the dog is ahead, and the handler crosses behind it, so it turns away and ends up on the handler's other side.

Recall

OBEDIENCE, RALLY · AKC, ASCA, UKC, WCRL

The dog stays where it's left, then comes when called and sits in front. In obedience it then finishes to heel on the judge's order, and UKC's Novice recall goes over a high jump.

Recent average

DOCK DIVING · NADD

A rolling NADD average of a dog's last few scores. In Air Retrieve it sets the lowest starting distance you can pick: 2 feet below the recent average, rounded down. It also breaks some ties.

Redirect, Remove and Restrain

BARN HUNT · BHA

The three ways to deal with a found rat tube mid-run in Barn Hunt: send the dog on and leave the tube (redirect), lift it out and hand it off yourself (remove), or hold your dog while a Rat Wrangler takes it (restrain).

Refusal

AGILITY · AKC, CPE, UKC, UKI, USDAA

When a dog heads for the right obstacle, then stops or turns away. AKC, UKI and USDAA (above Starters) charge 5 faults, and 3 refusals eliminate the run in UKI and USDAA. UKC takes 1 point, and CPE and AKC Time 2 Beat don't fault refusals.

Regionals

BARN HUNT, DOCK DIVING · BHA, NADD

Dock diving: In NADD, invitation-only regional championships that also lead to Nationals invites.

Barn Hunt: A yearly event in each of six regions where dogs with a RATS or higher compete, and top Grand National finishers and Games winners earn a National bye.

Registered Nordic Breed (RNB)

MUSHING · IFSS

An IFSS category for Siberian Huskies, Alaskan Malamutes, Samoyeds, Greenland Dogs, Canadian Eskimo Dogs and Yakutian Laikas with FCI, CKC, AKC or KC papers. A class splits into Open and RNB results when each side has at least 5 teams.

Regular

AGILITY, FLYBALL · AKC, ASCA, CPE, NADAC, NAFA, U-FLI, UKI

Agility: In AKC and UKI it's the full-height option, against Preferred or Select. In CPE it's the height category earning Regular/Veterans titles. In NADAC and ASCA, Regular (Agility) is the class with every obstacle.

Flyball: In NAFA flyball, the main class, open to any breed or mix, which every tournament must offer. The winning team in each Regular division gets a 20% points bonus. U-FLI's equivalent is the Standard class.

Relay (Pairs Relay)

AGILITY, MUSHING · IFSS, UKI, USDAA

Agility: In USDAA, Pairs Relay is a titling class where two dog-and-handler teams share one course and Q by beating the judge's qualifying time; it's run for all levels together. UKI pairs and team classes are special classes that don't count toward progress.

Mushing and canicross: In sled dog sports, a race for teams whose racers each run one leg with one dog. The next racer can't leave until the incoming one touches them in the change-over area. Dryland legs are canicross, scooter or bikejoring; ski legs are pulka or skijoring.

Release

FAST CAT · AKC

Letting the dog go at the start of a CAT or Fast CAT run. You wait until you hear the "T" in "Tally-ho", and in Fast CAT at least the dog's front paws must be inside the 10-foot start box.

Release point

EARTHDOG · AKC

Where the handler lets the dog go, about 10 feet in front of the den in Junior and about 20 feet in Senior. Collar and lead come off, one short command is allowed, and a dog that crosses it early, or is thrown toward the den, fails.

Releaser

FAST CAT · AKC

The person who holds the dog in the Fast CAT start box and lets it go when "Tally-ho" is called. They can't run alongside the dog or walk down the course.

Removable obstacle

DRAFT WORK · BMDCA, NCA

A gate, branch or toy on a draft course that the dog waits at while the handler moves it (BMDCA says movable obstacle). In the NCA's DDX, the dog is also unhitched and drags a 10 to 25 pound obstacle at least 10 feet clear.

Removed

HERDING · AKC

When an AKC herding judge ends a run because the dog is lame, out of control, running the stock wildly, can't move the stock, or isn't doing useful work. It's milder than being excused.

REMX (Barn Hunt Elite Master Champion)

BARN HUNT · BHA

A Barn Hunt speed title. Any Master B Q finished in 2:30 or less also counts as a REMX leg, and 10 of them earn the REMX (20 earn REMX2).

Repeat and Move On (RMO)

AGILITY · UKI

UKI's option to redo any one obstacle, once, during a run. It eliminates the run straight away, but you may back up 1 or 2 obstacles and reset one bar, then finish or head out. AKC's version is Fix and Go On.

Requalifying (WD1, DD2 ...)

DRAFT WORK, WATER WORK · NCA

In NCA water and draft tests, a titled dog can enter its division again. Each later pass adds a number to the title, so WD1 is a Water Dog that has passed Junior once more and TDD2 a team dog that has requalified twice.

Rerun

FLYBALL, HERDING · AKC, ASCA, NAFA, U-FLI

Herding: A second go given by the judge, usually because of sick stock, a disturbance or broken equipment. ASCA runs it at the end of the class. AKC also uses reruns of the cross drive, outrun or graze to break ties.

Flyball: A dog that makes an error (an early pass, a missed jump, dropping the ball, not triggering the box) runs again after the first 4 dogs, in the order the errors happened. The heat isn't done until every rerun is clean.

Rescue (handler overboard)

WATER WORK · NCA

The NCA Senior exercise where dog and handler ride a boat 75 feet out, and the handler jumps in, moves at least 10 feet off and calls for help. The dog has 30 seconds to jump, then tows the handler to shore or the boat.

Reserve Winners major

CONFORMATION · AKC, CKC

At an AKC specialty, Reserve Winners Dog and Bitch get a 3-point major when their sex's class entry is twice what a 5-point major needs, unless the club opts out. CKC gives Reserve 3 points at a national specialty big enough for 5.

Reserve Winners (RWD, RWB)

CONFORMATION · AKC, CKC

The runner-up to Winners in each sex. The dog that was second to the Winner in its class comes back in to compete with the other class winners. Reserve gets the points if the Winners award is later cancelled.

Responsible Dog Owner's Pledge

AKC PROGRAMS · AKC

A promise owners sign before the CGC test, also used in S.T.A.R. Puppy. It covers the dog's health care, safety and identification, not letting it bother others, cleaning up after it, and giving it training, exercise and attention.

Retired

HERDING · AKC, ASCA

The handler ending their own run, usually because it's going badly. AKC marks it "retired" in the judge's book; ASCA gives zero points. AKC doesn't refund the entry.

Retrieve

HUNT TESTS · AKC

Finding a shot or thrown bird and bringing it back. Retrievers are tested on marks and blinds at every level; spaniels retrieve at every level and pointing dogs from Senior up, and Master dogs must wait to be sent.

Retrieve off a boat

WATER WORK · NCA

An NCA Senior exercise. Dog and handler ride a rowboat 75 feet out, the handler throws a paddle, and the dog jumps from the platform within 30 seconds, fetches it and brings it back to the boat.

Retrieve on flat

OBEDIENCE · AKC, ASCA

An Open exercise where the handler throws the dumbbell at least 20 feet and sends the dog to fetch it, come to front and finish.

Retrieve over high jump

OBEDIENCE · AKC, ASCA

Like the flat retrieve, but the dumbbell lands at least 8 feet past the high jump and the dog has to clear the jump going out and coming back.

Retry

RALLY · AKC, ASCA, C-WAGS, UKC, WCRL

Rally: Redoing a rally sign from the approach after a mistake, for a 3-point penalty. AKC allows one retry per sign, but none in Master or Choice or on jumps and the sit stay. ASCA allows 2 in Novice; WCRL allows 2 per exercise.

C-WAGS rally: A retry costs 3 points and wipes up to 10 points of earlier errors on that sign. A teams may retry 2 signs, B teams 1 and juniors 3; each extra retry costs 7 points.

REX (HR Extraordinaire)

HAPPY RATTERS · CKC, HAPPY RATTERS

The fifth Happy Ratters standard level and title: 4½ minutes, 1 to 5 hidden rats (count unknown), a bridge and burrow, up to 2 faults and no 30-second warning. The title takes 500 points. The CKC records it as HR Extraordinaire.

Rig (cart)

MUSHING · IFSS, ISDRA

A wheeled cart a team pulls on dryland, with brakes, steering and one driver. IFSS rig classes are 2 to 8 dogs and need 3 or more wheels (4 for 6 and 8 dogs), a snub line and a helmet; no dog may ride on it.

Ring

AGILITY, GENERAL · CPE, NADAC, UKI

The marked-off area where the course is built and dogs run. CPE asks for at least 100 by 100 feet, UKI about 11,000 square feet outdoors, and NADAC recommends full fencing without requiring it.

Roll call

FAST CAT · AKC

Check-in at CAT and Fast CAT, where the inspection committee looks every dog over for lameness, fitness and females in season. Dogs found unfit get their entry fee back.

Roller

DISC DOG · SKYHOUNDZ, UPDOG

A disc thrown on purpose to roll on its edge along the ground. UpDog scores it like a catch while it's still moving forward; an accidental one is a miss. Skyhoundz freestyle lets a roller start or end a trick.

Roughing the rat

HAPPY RATTERS · HAPPY RATTERS

When a Happy Ratters dog rolls, picks up or carries a rat tube. Each time is a fault, muzzle or not, and doing it repeatedly is an NQ. Biting at the tube, or pushing it straight without rolling it, is fine.

Round (weight pull)

WEIGHT PULL · UKC

One pass through the class in which every dog still in gets to pull at the current weight. The weight then goes up by the load increment for the next round.

Routine (freestyle)

FREESTYLE · MDSA, WCFO

The choreographed piece a freestyle team performs, timed by its music. Each class sets a time range, such as 1:30 to 2:15 for WCFO Beginners or 1:00 to 2:30 for MDSA Rookie; WCFO disqualifies a short or long one, and MDSA marks an error.

Runaway line

HERDING · ASCA

A set line on ASCA arena courses, usually the Advanced handler line or the back fence. If 2 or more head break back over it while the dog works an obstacle, that counts as one attempt.

Runback

FLYBALL · NAFA

The stretch of lane behind the start/finish line where handlers release their dogs and catch them coming back. NAFA requires at least 50 feet of it.

Running contacts

HANDLING

A contact behavior where the dog runs down and off the plank in full stride, hitting the contact zone without stopping. The other choice is a stopped contact, like two on two off.

Running order

AGILITY, GENERAL · AKC, CPE, UKI

The order dogs run in a class, drawn at random within each jump height after entries close. AKC spreads out several dogs with the same handler. UKI handlers must run their dogs in the drawn order, but a CPE gate steward can shuffle within a height.

Run-off

AGILITY, LURE COURSING, OBEDIENCE, RALLY · AKC, ASCA, UKC

Agility: An extra run to settle a tie. AKC holds one when dogs tie on both score and time, on the same course or an easier one. UKC breaks score ties by the biggest margin under course time, and runs off only when a prize depends on it.

Obedience and rally: How a tie for a placement is broken. AKC and ASCA obedience redo the Novice heel free. AKC rally uses the faster time first. UKC obedience heels all tied dogs at once and drops each team at its first error.

Lure coursing: Hounds tied for any of the top 5 places in a stake must run again or one must forfeit. If neither happens, every tied hound gets the lowest of the tied places.

Run-out (run-by)

AGILITY, FAST CAT · AKC, UKC, UKI, USDA

Agility: When a dog runs past the next obstacle instead of taking it. AKC, USDA and UKI all score it as a refusal, though AKC Premier doesn't judge run-outs. UKC calls it a run-by and takes 1 point if short, 3 if long.

Fast CAT: The run-out is the safe space past the finish line where dogs slow down, also called the catch pen.

S

Sandbagging

DOCK DIVING · NADD

Deliberately holding a dog back so it scores lower and stays in an easier division, title or ranking. NADD gives a private warning first, then a zero for the splash, then removal from the trial.

Scent Detective series (C-WAGS)

SCENT WORK · C-WAGS

C-WAGS's main scent ladder: Patrol 1 or Detective 2, then Investigator 3, Super Sleuth 4, and Private Investigator or Detective Diversions. Odors are birch, cypress, clove and anise, and 4 passes under 2 judges earn each title.

Scent discrimination

OBEDIENCE · AKC, ASCA, UKC

A Utility exercise where the dog picks the one article the handler touched from a pile of matching metal, leather or wood objects, using its nose alone, and brings it back. AKC Utility does it twice.

Scent line

EARTHDOG · AKC

Rat or wildlife scent laid toward the quarry: the whole tunnel in Junior, only the true path in Senior and Master. Master adds a 20-foot line to the den entrance, and the judge may lay random lines in the field.

Scent Ranger (handler distance line)

SCENT WORK · C-WAGS

C-WAGS scent classes, Ranger 1 to 5, where the dog searches away from the handler, who stays behind a marked line (7 to 8 feet back in Ranger 1). You may cross it to reward after a correct alert.

Scent vessel

SCENT WORK · AKC, CPE

The small holder that hides the scented cotton, such as a tin with holes or a straw, so odor gets out without the swab touching anything. AKC calls the cotton a scent aid, scented with 2 drops of oil.

Scent Work Elite titles (SCNE, SWNE...)

SCENT WORK · AKC

An AKC element Elite title takes 10 Qs in one class, such as SCNE. Holding all 4 at a level gives the level Elite title, like SWNE. Another 10 Qs in each element adds a number: SWNE2, SWNE3.

Scent work (nose work)

SCENT WORK · AKC, CPE, NACSW, UKC

A sport built on detection dog work: the dog finds hidden target odors and shows the handler, who tells the judge. AKC calls it Scent Work, NACSW K9 Nose Work, CPE Canine Scent Sport (CSS) and UKC Nosework.

Scent Work titles (SCN, SIN, SEN, SBN, SWN...)

SCENT WORK · AKC

AKC element titles take 3 Qs in one class, like SCN (Container Novice) or SBM (Buried Master). Holding all 4 element titles at a level adds the level title: SWN, SWA, SWE or SWM.

Scented article

SCENT WORK · AKC, UKC

The item carrying the handler's own scent in Handler Discrimination, such as a cotton glove, sock, ball or swab. The handler brings it, and a steward or the judge hides it in the search area.

Schedule of points (point schedule)

CONFORMATION · AKC

AKC's table of how many dogs or bitches must compete for a win to be worth 1 to 5 points. It's set by breed, sex and region, so in New England 6 Barbet bitches can make 5 points where Labrador bitches need 71.

Scooter

MUSHING · IFSS, ISDRA

Riding a kick scooter (a footboard between 2 wheels, steered by a handlebar) pulled by 1 or 2 dogs on a bungee tugline. IFSS needs a brake on each wheel, wheels at least 30 cm across and a helmet, and the driver stays behind the dogs.

Scoring categories

HUNT TESTS, LURE COURSING · AKC

Lure coursing: Each lure coursing judge scores a hound in 5 categories, up to 10 whole points apiece: overall ability, follow, speed, agility and endurance. That's 50 per judge, minus any pre-slip or course delay penalty.

Hunt tests and field trials: The abilities hunt test judges grade 0 to 10. Retrievers: Marking, Style, Perseverance and Trainability. Spaniels: Hunting, Bird Finding, Flushing, Trained and Retrieving. Pointing breeds: Hunting, Bird Finding, Pointing and Trainability, plus Retrieving and Honoring from Senior up.

Scoring zones

DISC DOG · USDDN, UPDOG

Bands across a disc field worth more the farther out they are. USDDN Toss & Fetch gives 1 to 4 points at the 10 to 40 yard lines, judged by the dog's trailing paw. UpDog ThrowNGo zones are worth 1, 3, 4, 5 and 6.

Scratch

COONHOUND, FAST CAT · AKC, UKC

Fast CAT: A CAT or Fast CAT dog that's entered but doesn't run. An excused dog counts as a scratch too. The club keeps a scratched dog's entry fee unless the dog was unfit or in season at roll call.

Coonhound: In coonhound events, putting a dog out of the hunt or heat for an offense. Examples are fighting, not trying to hunt for 15 minutes, 400 minus points, a handler encouraging the dog, or a handler not calling a dog that's plainly treed.

Scribe

AGILITY, GENERAL · AKC, CPE, UKC, UKI

The volunteer who watches the judge's hand signals and writes the faults, points and time on the scribe sheet. UKI rolls scribe and timer into one job, the scrimer. In AKC you can't scribe the jump height you're entered in.

SCT (standard course time)

AGILITY · AKC, ASCA, CPE, NADAC, UKC, UKI, USDA

The time a dog must beat to avoid time faults. The judge measures the course and divides by a set yards per second for the class, level and height. In AKC Time 2 Beat the fastest clean run sets the SCT, and AKC Preferred adds 5 seconds.

Search and escort

PROTECTION · FCI, NARA

A 40-point French Ring and Mondioring exercise from Ring 2 or Level II up. The dog searches the blinds, finds the hidden decoy and barks, then escorts him beside the handler and must stop his escape tries.

Search area

SCENT WORK · AKC, CPE, NACSW, UKC

The marked space where one search happens, set off by walls, cones, flags or tape. Hides are only inside it, never on the boundary markers. The size grows with the level.

Season average

DOCK DIVING · NADD

The average of a dog's best scores in the current NADD season: top 15 for Distance and top 5 for Air Retrieve and Hydro Dash. It sets the dog's division for rankings and for Regionals and Nationals.

Second flag

TRACKING · AKC, ASCA

In a TD or TDU, a flag 30 yards past the start flag showing which way the first leg goes. Until the dog passes it, the handler may ask for one restart. TDX and VST have no second flag, so the dog must find the direction alone.

Secreterrier

HAPPY RATTERS · HAPPY RATTERS

The online system Happy Ratters uses for registration, entries and results. You buy your dog's HR number there, the score table enters each trial's scores in it, and you print title certificates from it.

Seed time

FLYBALL · NAFA, U-FLI

The time a team submits with its entry. Tournaments use seed times to sort teams into divisions, and the fastest seed in a division sets its breakout time. NAFA doesn't let 2 teams from one club in the same class share a seed time.

Seek back

OBEDIENCE · CKC

A CKC Utility exercise: while heeling, the handler drops a glove on the judge's order and walks on, then sends the dog back to find it and bring it in.

Seesaw (teeter)

AGILITY · AKC, ASCA, CPE, UKC, UKI, USDAA

A contact obstacle: a plank on a pivot that tips once the dog passes the middle. The dog rides it to the ground and touches the down contact. AKC says seesaw, CPE and ASCA say teeter-totter, and AKC also wants a paw in the up zone.

Select

AGILITY · UKI

UKI's option to jump one height lower than Regular, with no spreads, a shorter long jump and a lower A-frame. If a dog runs Select, it runs Select in every class at that show, and earlier results still count.

Select Dog and Select Bitch

CONFORMATION · AKC, CKC

After Best of Opposite Sex, the judge may name the next best dog and bitch in the Best of Breed ring, leaving out Winners Dog and Winners Bitch. In AKC and CKC a Select earns Grand Championship points for a champion.

Send

HANDLING

Pointing the dog at an obstacle or line so it goes ahead on its own while the handler stays back or heads somewhere else.

Send bonus

AGILITY · AKC

The distance section of an AKC FAST course, worth 20 points: the dog does 2 or 3 obstacles while the handler stays behind a line 5 to 25 feet away, depending on level. No Q without it.

Senior

AGILITY, BARN HUNT, DOCK DIVING, HUNT TESTS · AKC, ASCA, BHA, NADD, UKI

Agility: In UKI, Senior is the third level, reached after 20 Novice points. In ASCA's ACE program, the Senior Dog division is for dogs 7 and older, who jump another 4 inches lower.

Barn Hunt: The third level: 4 rats among 8 tubes, a dark tunnel with one or two turns, and 3:30 to finish; three Qs earn RATS. It isn't about age.

Dock diving: In NADD, the third division (Open Distance 15 feet to 19 feet 11 inches). It isn't about age.

Hunt tests and field trials: The middle AKC hunt test level. Retrievers run double marks, land and water blinds and a walk-up, and must honor; pointing dogs must be steady to wing, retrieve and honor; spaniels must retrieve to hand and hunt dead.

Senior Courser (SC)

LURE COURSING · AKC

The first AKC lure coursing trial title: qualifying scores at 4 trials under 3 different judges, each earned running with at least 1 other hound. The hound must be eligible for the Open stake.

Senior Earthdog (SE)

EARTHDOG · AKC

The earthdog test after JE, in a den with a false exit and false den. The dog has 90 seconds to reach the rats, works 90 seconds, then must come out within 90 seconds when called. Three passes under 2 judges earn it.

Sequence (parkour)

PARKOUR · ADP, IDPKA

Several parkour behaviors done back to back on different objects, with no behavior repeated in a row and good flow. IDPKA asks for 3 at Novice, 5 at Intermediate and 7 or more at Expert; All Dogs Parkour has its own Sequence track.

Sequencing

HANDLING

Training short chains of a few obstacles, often 3 to 6, to practice handling and timing before running full courses.

Series

HUNT TESTS · AKC

One round of testing at a hunt test or field trial, such as a set of land marks or a water blind. After each series the judges call back the dogs they want to see again, and a hunt test Q needs every series completed.

Serpentine

DRAFT WORK, HANDLING · NCA

Handling: A line of 3 or more obstacles, often jumps, where the dog takes each one in the opposite direction from the last, weaving like a snake. The handler might keep to one side the whole way or change sides.

Draft work: In the NCA's DDX test, the dog pulls the cart through 4 cones or trees set about 8 feet apart, turning the other way at each one. A wheel touching a marker counts as a bump.

Set-out

HERDING · AKC, ASCA

Placing the stock where the competing dog will find them before each run, usually by a stock handler with a non-competing dog. On ASCA Course A nothing is set out; the stock come from a take pen.

Shed (shedding ring)

HERDING · AKC

The dog splitting the group and keeping some animals apart. In AKC Course B Advanced it happens inside a marked shedding ring, followed by a hold.

Shock absorber (bungee line)

MUSHING · IFSS, ISDRA

The stretchy part of a tugline that softens jolts between dog and racer, required in canicross, bikejoring, scooter and skijoring. IFSS sets canicross lines at 1.5 to 2.5 m stretched and the others at 2 to 3 m, with no metal hook at the human end.

Shoulder height rule

PARKOUR · IDPKA

IDPKA's always-on safety rule: a dog shouldn't jump down on its own to a hard surface from higher than its shoulder, or to a soft one from over twice that (42 inches at most). Otherwise you spot it, lift it down or pick another route.

Shut out

COONHOUND · UKC

A UKC nite hunt term for a hound that wasn't declared struck before the first dog in the cast was declared treed. It's only shut out if it trees on that same tree; otherwise its strike points stay live.

Signal exercise

OBEDIENCE · AKC, ASCA

A Utility exercise done in silence. The team heels on hand signals, the dog stands and stays, then from across the ring it takes signals to down, sit and come. A spoken cue for any of those moves is an NQ.

Signs and stations

FREESTYLE, RALLY · AKC, ASCA, RFE, UKC, WCRL

Rally: A sign names one rally exercise; a station is the spot where it's done. ASCA "star stations" are worth 20 points instead of 10, and WCRL lets 2 or 3 signs share a station when they share a position.

Canine freestyle: In Rally-FrEe, a course of 15 stations, each with a sign showing a behavior. A clip on the sign shows which side the dog should be on, there are no automatic sits, and the last sign always asks for a bow.

Single, double and triple

HUNT TESTS · AKC

How many marks a retriever sees fall before it's sent. Junior tests use singles, Senior uses doubles (2 birds down first) and Master needs at least 2 setups with 3 or more falls, called triples.

Single retrieve

WATER WORK · NCA

An NCA Beginner and Junior exercise where the handler throws a bumper at least 30 feet out into swimming depth, and the dog swims out and brings it back to hand.

Singles and Pairs (flyball)

FLYBALL · U-FLI

U-FLI classes for 1 dog or 2 dogs, each with a box loader, ranked by best time. They earn no points, but finishing a heat at 10 separate tournaments earns Single Dog Racer or Pairs Dog Racer, with levels at 20, 30 and 40.

Sit for exam

OBEDIENCE · AKC, ASCA, UKC

The Beginner Novice (and UKC Pre-Novice) version of the stand for exam: the dog sits while the handler stands at the end of the leash, about 6 feet away, and the judge touches the dog's head (AKC).

Sit stay, get your leash

OBEDIENCE, RALLY · AKC, ASCA

A Novice stay where the dog sits while the handler walks off to pick up the leash and returns to heel. Open has a stand stay version, and AKC Rally Excellent ends with the same idea as a sign.

Sixty-day rule

HERDING · ASCA

After 2 qualifying scores in an ASCA division, a dog may move up at once or stay. Merit points stop 60 days after the second score. Once it has run Open or Advanced, it can't go back down.

Skijoring

MUSHING · IFSS

Cross-country skiing while 1 or 2 dogs in harness pull you on a bungee tugline clipped to a wide hip belt with a quick release. You can't ski ahead of the dogs or force them on, and steel-edged skis aren't allowed.

Skilled

AGILITY · NADAC

NADAC's optional category that lowers a dog's jump height 4 inches with the extra time of that lower height. It's open at every level, and dogs must run it after their 12th birthday.

Skills Achievement titles (NSA1, NSA2, NSA3, NSAM)

SCENT WORK · NACSW

NACSW titles earned by video. You film 4 skills at home or anywhere, scored 10 to 30 points each, and submit them online. NSA1 needs 40 points, NSA2 70, NSA3 100 and NSAM all 120.

Sled Dog titles (SD, SDX, SDO)

MUSHING · AKC, SHCA

Siberian Husky Club of America titles that AKC records. SD takes 100 miles over 3 distance races (or 5 races with sprints) inside a time factor; SDX and SDO each add 50 miles in 3 more races, with a tighter factor. All races must be on snow.

Sleeve

PROTECTION · FCI, PSA

The padded arm guard a helper wears for the dog to bite. In IGP it's the only place the dog may grip. PSA hides one under clothing for the car jacking, and its PDC-SD division swaps the full suit for a sleeve with bite pants.

Slice

HANDLING

Taking a jump on an angle instead of straight across the middle of the bar, which sets the dog up for the next obstacle and saves distance.

Slingshot start

AGILITY, WEIGHT PULL · CPE, IWPA, NADAC, UKC

Agility: Setting your dog up off to one side of the first obstacle so it swings in at an angle. CPE and NADAC allow it, as long as the dog isn't placed past the line of the first obstacle.

Weight pull: Letting the dog run into the load with slack in the line to jerk it moving. UKC allows no more than 1 foot of slack, and IWPA wants a clear stop in the dog's forward motion before the pull.

Sniffing Team Champion and Extraordinaire (C-SNITCH, C-SNITE)

SCENT WORK · CPE

CPE's scent championships. C-SNITCH takes 1,000 points at Level 5 with at least 3 Qs in each element; C-SNITE takes 3,000 points at Level C with 10 Qs in each. Both repeat with numbers.

Snooker

AGILITY, TREIBBALL · CPE, NATE, UKI, USDAA

Agility: A points game based on billiards: a red jump, then a color, usually three times, then colors 2 to 7 in order. USDAA and UKI need 37 points to Q. CPE needs 3 reds and 24 to 32 points, by level and height.

Treibball: In NATE treibball, a points game: the dog alternates a "red" ball with a numbered ball, which gets rolled back out, then brings in the last red and the numbered balls in order, 2 through 5. All dogs start it at Novice.

Snow hook

MUSHING · IFSS

A heavy metal claw on a line that's stamped into firm snow to hold a stopped team for a short time; it isn't for stopping a moving sled. IFSS requires 1 on sleds in 2, 4 and 6-dog classes and 2 in bigger classes.

Snub line

MUSHING · IFSS, ISDRA

A rope on the sled or rig for tying it to a tree or post so the team can't leave, handy when the snow is too soft for a hook. IFSS and ISDRA allow it only for tying down and holding the sled or rig.

Source

SCENT WORK · AKC, NACSW, UKC

The exact spot the odor comes from, as opposed to where it drifts. Dogs are expected to work odor to source, and handlers point to it when the judge asks.

Special (specials)

CONFORMATION · AKC, CKC

A dog that's already a champion and is shown for Best of Breed, often on a campaign for national rankings. CKC enters them in a class called Specials Only.

Specialist

AGILITY · CPE

A CPE height category open to any dog over 15 months that jumps 8 inches below its measured height (never under 4). Specialist dogs place separately and earn their own titles, such as CS-ATCH.

Speedstakes

AGILITY · UKI

A UKI class of only plain jumps and tunnels, and its own program with Beginners to Champion levels. Dogs can start at 15 months, and the top titles are Champion of Speedstakes (CSS) and Win Champion of Speedstakes (WCSS).

Splash

DOCK DIVING · NADD

One paid NADD turn in a discipline. In Distance it's an optional practice jump plus 2 judged jumps; in Air Retrieve, attempts until the misses run out; in Hydro Dash, 2 attempts. You can enter every splash offered, but each one only once per dog.

Split tree

COONHOUND · AKC, UKC

When hounds in a cast tree on different trees. Each tree is timed and scored on its own, though the cast shares one set of strike points. At UKC the judge goes first to the dog that treed first.

Spotting

PARKOUR · ADP, IDPKA

Holding your dog's harness, by its handle or a leash on the back clip, to steady it on a tricky object or soften its landing coming down. IDPKA and All Dogs Parkour both require it, and missing spotting can fail a title video.

Spread jump (double, triple)

AGILITY · AKC, CPE, UKI, USDAA

A jump with 2 or 3 bars set apart front to back, cleared in one leap. AKC has the double bar, ascending double and triple bar; UKI and USDAA say spread. UKI Select dogs skip them, as do USDAA Performance dogs and dogs jumping 12 inches or less.

Sprint race

MUSHING · IFSS

A short, fast race of 1 or more heats over 1 or more days, with heat times added together. IFSS sets heat lengths by team size, from 4 to 6 km for 2 dogs up to 20 to 30 km for unlimited teams.

Squawker

FAST CAT · AKC

A type of lure that can be used in place of a plastic bag in Fast CAT. Despite the name, it may or may not make a sound.

Stack (hand stack, free stack)

CONFORMATION · AKC

Posing a dog standing still to show off its build, the way its breed is usually shown. In a hand stack the handler places the legs; in a free stack the dog sets itself up with no hands on it.

Stage race

MUSHING · IFSS

A race run as a series of daily legs, or stages, with the times added up. IFSS mid and long distance stages average at least 40 or 80 km, and a race can let mushers pick from a declared pool of dogs before each stage.

Stake

HUNT TESTS, LURE COURSING · AKC

Lure coursing: The division a hound runs in at a trial: Open (needs a QC), Specials (Field Champions), Veteran (by age, usually 6 or older) or Singles (runs alone, no title credit). A hound enters one stake and runs a preliminary and a final.

Hunt tests and field trials: A field trial class.

Retriever trials offer Derby and Qualifying stakes for less experienced dogs and Open, Limited, Special, Restricted and Amateur All-Age stakes that carry points; pointing breed trials have Puppy, Derby, Gun Dog and All-Age stakes.

Stalling

BARN HUNT, HAPPY RATTERS · BHA, HAPPY RATTERS

Barn Hunt: Waiting too long in the Barn Hunt start box after the judge says go. The first time adds 10 seconds (20 points off in Crazy 8s), and a second time in the same run is an NQ.

Happy Ratters: Holding off on calling rat while your dog rolls the rat tube. It's a fault, and keeping it up is an NQ.

Stand for examination

OBEDIENCE · AKC, ASCA, UKC

A Novice exercise where the dog stands off leash, the handler moves about 6 feet away, and the judge touches the dog's head, body and hindquarters. Moving, sitting or growling is an NQ.

Standard

AGILITY · AKC, ASCA, CPE, NADAC, UKC, UKI, USDAA

The full course with contacts and weaves, called Standard in AKC, USDAA, CPE and UKC, Agility in UKI, and Regular in NADAC and ASCA. In NADAC and ASCA, Standard is the name of a division, not a class.

Standard classes (Happy Ratters)

HAPPY RATTERS · HAPPY RATTERS

The main Happy Ratters ladder: Ratter, Happy Ratter, Expert, Champion and Extraordinaire, then Extreme Ratter. Each level gets longer and harder, with higher tubes that are hidden from Expert up, and a dog runs only one standard level per trial.

Start box

BARN HUNT, FAST CAT, HAPPY RATTERS · AKC, BHA, HAPPY RATTERS

Fast CAT: A marked area up to 10 feet behind the start line where the dog is released.

Barn Hunt: A 4-foot square in the ring that each team starts from; time starts when either of you leaves it.

Happy Ratters: A marked area about 4 feet square where each run begins. Time starts when all the dog's feet leave it, and the dog must leave first or with you, except in Earn A Rat, where you may lead out.

Start flag

TRACKING · AKC, ASCA

The flag where a track begins, usually with the first article dropped there. The test starts when the dog leaves it. In a TDx, VST or UTDx the judges show the handler where it is but never which way the track goes.

Start line and finish line

AGILITY, FLYBALL, SCENT WORK · AKC, ASCA, CPE, NACSW, NADAC, NAFA, U-FLI, UKC, UKI

Agility: The lines where timing starts and stops. In AKC they're the planes of the first and last obstacles, and time stops only when the dog finishes in the right direction. UKI puts timing gates before the first and after the last obstacle, and UKC uses a marked line.

Scent work: In scent work there's only a start line, and not crossing it is a fault. The clock starts when the dog crosses in NACSW and CPE, and when either of you does in AKC and UKC. NACSW also calls it the threshold.

Flyball: In flyball it's one line: each dog's run starts and ends there, and the next dog can't reach it until the dog coming back does. Handlers may not cross it during the heat except to fix a jump or fetch a loose ball.

Started

HERDING · AKC, ASCA

The first trial level. In AKC, 3 qualifying scores under 2 judges on one course and stock earn HS, and the handler can walk with the stock. In ASCA, dogs 6 months and up need 69 of 100, and 2 qualifying scores earn STD.

Starter Novice (SN-C, ASN-C)

OBEDIENCE · CDSP

CDSP's optional first class: on-leash heeling, figure 8 and stand with distraction, plus off-leash recall and sit stay. Three Qs earn the SN-C, 5 Qs of 185+ in Starter Novice C the ASN-C, but only until the dog qualifies in Novice.

Starters

AGILITY · USDAA

USDAA's first titling level, with simple, shorter courses. Three Qs earn each Starters class title, and all five together earn the Agility Dog (AD).

Starting chute

MUSHING · IFSS, ISDRA

The first stretch of trail past the start line, at least 30 m long, where IFSS lets handlers still help. A team that doesn't clear it before the next team starts can be disqualified under ISDRA rules.

Starting level (Barn Hunt titled dogs)

HAPPY RATTERS · HAPPY RATTERS

Dogs normally begin the Happy Ratters standard classes at Ratter. Holding a Barn Hunt Novice title or higher lets a dog begin at Happy Ratter instead, and Barn Hunt Open or higher lets it begin at Expert. Games always begin at Level 1.

Start-line stay

HANDLING

The dog holding its position at the start until released, so the handler can lead out. Handlers train it as its own skill.

Stationary sign

RALLY · AKC, ASCA, WCRL

A rally sign done with the team stopped in place, as opposed to one done while moving. Rulebooks set a minimum and maximum number per course.

Steady (steadiness)

HUNT TESTS · AKC

Staying put while birds fly and guns fire until the judge releases the dog. Retrievers must be steady on the line at every level, with any movement graded down; pointing dogs must be steady to wing in Senior and to wing and shot in Master.

Steady to wing and shot

HUNT TESTS · AKC

Holding position while a flushed bird flies (wing) and while it's shot and falls (shot), then waiting to be sent. Master pointing dogs, Master spaniels and field trial spaniels must show it; Junior pointing dogs and spaniels needn't be steady.

Stealing point

HUNT TESTS · AKC

When a dog sees its brace mate on point and keeps moving in toward the bird instead of honoring. A pointing dog that steals a point can't get a qualifying score.

Steeplechase

AGILITY · CKC, UKI, USDAA

Agility: USDAA's Dog Agility Steeplechase is a fast tournament of jumps plus the A-frame and weaves, one of them done twice, scored on time plus faults with cash prizes. UKI's DASH events use Steeplechase-style rounds too.

CKC agility: CKC's Steeplechase is a fast jumpers-style course with the A-frame and weaves, open to any level. Missed contacts and dropped bars add 5 seconds, and a time within SCT qualifies; 10 Qs earn the AGSC and 25 the AGSCX.

Step

BARN HUNT · BHA

A climbing aid on a Barn Hunt course that helps dogs get up onto the bales. Every course past Instinct has at least one at ground level, but a foot on a step doesn't count as a climb.

Steward (ring crew)

AGILITY, CONFORMATION, GENERAL · AKC, CPE, UKC, UKI

Agility: A volunteer who helps run the ring, such as a bar setter who resets knocked bars and changes heights, a leash runner who carries leashes to the exit, or a course builder. AKC recommends 4 to 6 stewards per ring.

Conformation: At an AKC dog show the ring steward hands out armbands, gets each class into the ring and tells the judge who's absent. Stewards never write in the judge's book or show the judge the catalog, and shouldn't work for a judge who'll judge their dog.

Stick hits

PROTECTION · FCI, PSA, USCA

Padded stick taps on a biting dog's back or shoulders. FCI IGP no longer allows them, so the helper only threatens. USCA's USP titles keep them, PSA Level 1 allows 3 per drive (none in the PDC), and a Mondioring decoy may never hit the dog.

Stock handler

HERDING · AKC, ASCA

A helper who moves, holds and settles the stock between runs, often with a dog of their own. AKC doesn't let an entered stock handler choose the stock for their own run.

Stop to flush

HUNT TESTS · AKC

A pointing dog stopping when it sees a bird take off on its own. A Senior dog may be told to stop, but a Master dog must stop without a command to qualify.

Stopped attack

PROTECTION · FCI, NARA

A top-level French Ring and Mondioring test of control: the dog is sent at a charging decoy exactly as for a bite, then called back before it touches him. It's set up like a real attack, so the dog can't tell which it is.

Strike (struck, strike points)

COONHOUND · AKC, UKC

The handler's call that their hound has opened on a track. The first dog declared struck gets 100 points, then 75, 50 and 25. The dog has to be heard barking when called, and after the first minute UKC wants the call by its third bark.

Substitute steward

WATER WORK · PWDCA

At PWDCA water trials, a helper the handler picks, not the club, to throw or act as steward for their team. It's allowed at Courier and Master and for the Junior and Apprentice swims; other uses need approval first.

Success and execution

DISC DOG · SKYHOUNDZ, USDDN, UPDOG

The catching score in freestyle. UpDog (success) and USDDN (execution) divide catches by throws and multiply by 10; USDDN counts at least 18 throws. In Skyhoundz, success is finishing the tricks you try, weighted for how hard they are.

Summit League (SMT)

SCENT WORK · NACSW

NACSW's top tier, open to ELT3 and ELT-CH dogs. Searches spread over several days, each hide is worth 5 points, and the top 20% of teams earn the SMT title, which can be earned again.

Super Q

AGILITY · USDAA

A Masters Snooker Q that also places in the top group of its height: 1 Super Q spot for every 5 dogs competing, and the run still needs 37 points. The Snooker Master title needs 3 Super Qs among its 5 Qs.

Supervised separation

AKC PROGRAMS · AKC

A test item where the owner goes out of sight. In the CGC the evaluator holds the leash for 3 minutes; in Farm Dog Certified the dog waits in a crate for 1 minute or more. Mild nerves are fine, but constant barking, whining or pacing isn't.

Surprise scenario

PROTECTION · PSA

A PSA protection exercise the handler doesn't know in advance. PSA 1 draws one of 5 published scenarios at random; in PSA 2 the trial's judge writes one and keeps it secret until the handlers' meeting, and at PSA 3 every exercise is a surprise.

Sweet Spot

DISC DOG · UPDOG

UpDog's end-of-round bonus. In ThrowNGo, finishing with handler, dog and both discs behind the throwing line earns 5 points, or a catch in the bonus strip past 20 yards as time runs out earns 5 instead. Frizgility gives 10 for ending in the Sweet Spot.

Swim to steward

WATER WORK · NCA

A Beginner Water Dog exercise. A steward swims out about 40 feet and calls the dog by name, and the dog swims out close enough for the steward to touch it.

Swim with handler

WATER WORK · NCA, PWDCA

In NCA tests, dog and handler swim out together for 20 feet, then the dog tows the handler back to shore. PWDCA's version is a timed swim, 1 minute at Junior and 2 at Apprentice, with the dog staying near the handler.

Swing dogs

MUSHING

The dog or pair right behind the leaders, who help bring the rest of the team round on turns. Some mushers call these point dogs and use "swing" for the next pair back.

Switching

HUNT TESTS · AKC

Giving up on one fall to hunt for another, or dropping a bird to go after a different one. In Senior and Master retriever tests a dog that switches scores 0 in Perseverance and can't qualify.

T

T2B points

AGILITY · AKC

Points from a Time 2 Beat Q: 10 for the fastest clean dog in the height, then 9 down to 1 depending on how close each dog's time is to the winner's (within 10% earns 9). The T2B title needs 100 points and 15 Qs.

Table fault

AGILITY · AKC, USDAA

A fault on the pause table. In AKC agility it's 5 points, marked T, for leaving before the 5-second count ends or for jumping off just as the judge says go. USDAA charges a standard fault for the same mistakes in Starters and Advanced.

Take

DISC DOG · SKYHOUNDZ, USDDN

The dog taking a disc from the handler's hand, mouth or body instead of catching one in flight. Skyhoundz doesn't score takes, and USDDN leaves them out of the catch count and scores tricks built on them low.

Take a life ring

WATER WORK · NCA

An NCA Senior exercise where 3 stewards tread water 75 feet out and one of them calls for help. The dog carries a life ring on a short line to the right person, who holds on and is towed in.

Take a line

WATER WORK · NCA

In the NCA Junior division, the dog carries one end of a 75 foot floating line to a steward 50 feet out. The Senior version adds a tow: the dog takes a line to a rowboat 75 feet out and pulls it in.

Take, hold and give

WATER WORK · NCA

The Beginner Water Dog exercise on shore where the dog takes a bumper on command, keeps it in its mouth for a count of 5, and lets it go into the handler's hand.

Take pen and re-pen

HERDING · AKC, ASCA

The take pen is where the stock start the run; the dog has to get them out calmly. The re-pen (exhaust pen) is where they finish. In ASCA, opening the re-pen gate ends scoring on everything else.

Tally-ho

FAST CAT, LURE COURSING · AKC

Fast CAT: The Huntmaster's start call in CAT and Fast CAT, shouted once the lure is already moving. Handlers let go of the dog when they hear the "T".

Lure coursing: The Huntmaster's "Tallyho" is the signal to let the hounds go; they start standing still. A hound let go before the "T" is a pre-slip.

Tandem turn

HANDLING

A rear cross on the flat: the dog is moving the same way as the handler, who steps toward it so it turns away and changes sides.

Target odor

SCENT WORK · AKC, CPE, NACSW, UKC

The scent the dog is hunting. It's an essential oil (birch, anise, clove, cypress, myrrh or vetiver, depending on the organization and level) or, in Handler Discrimination, the handler's own scent.

TD (Tracking Dog)

TRACKING · AKC, ASCA

The first tracking title: one pass on a 440 to 500 yard track, 30 minutes to 2 hours old, with 3 to 5 turns, ending at a glove or wallet. Repeat passes add numbers: AKC Lifetime Achievement titles (TD4), ASCA's TD-2, TD-3.

TDD (Team Draft Dog)

DRAFT WORK · NCA

The NCA's team draft title. 2 or more dogs that have each passed Draft Dog work as one team through the same exercises, with freight set per dog. TDDX is the team version of Draft Dog Excellent.

TDU (Tracking Dog Urban)

TRACKING · AKC, ASCA

An entry-level tracking title on a park or campus style track that is mostly grass but 10 to 30% pavement or other bare ground. AKC's track is 400 to 500 yards; ASCA's is 350 to 425. A TDU, like a TD, opens the TDX.

TDX (Tracking Dog Excellent)

TRACKING · AKC, ASCA

The advanced field title, for dogs with a TD or TDU: 800 to 1,000 yards, 3 to 5 hours old, 5 to 7 turns, 2 cross tracks, 2 or more obstacles like streams or fences, and 4 articles.

Team

BARN HUNT, FLYBALL · BHA, NAFA, U-FLI

Barn Hunt: A Games class at Barn Hunt Regionals and the National where two dogs, each with its own handler, hunt one course together for 6 rats. One dog must tunnel and the other climb, and when both succeed they get the same score.

Flyball: 4 to 6 dogs with their handlers plus a box loader; 4 dogs run each heat and the rest are spares, swapped only between heats. Teams belong to a club, though U-FLI Pickup teams can mix clubs.

Team class

OBEDIENCE, RALLY · AKC, ASCA, UKC

A non-titling class for 4 dogs (a fifth can be an alternate). In AKC obedience, the 4 work Novice exercises together for a total of 800. In AKC rally and ASCA relay rally, they run the course one after another on a single clock.

Team dogs

MUSHING

Every dog that isn't a leader, swing dog or wheel dog. Together they make up the middle of the line.

Technical merit and artistic impression (TM, AI)

FREESTYLE · DOGS AUSTRALIA, WCFO

The 2 scores in WCFO freestyle; a title needs both to average a set mark, from 7.25 in adult Beginners to 9.5 for Perfect Dance Partners. Dogs Australia instead scores routine content, technical merit and musical interpretation, 20 points each.

Tending

HERDING · AKC

A herding style for open, unfenced pasture, where the dog patrols the edge of a grazing flock and works as a living fence. AKC's Course C is built on it.

That'll do

HERDING · AKC

The command that tells the dog its work is finished and it can leave the stock.

Therapy dog

THERAPY DOG · AKC

A dog that goes with its owner to volunteer in places such as hospitals, schools and nursing homes. It isn't a service dog: it does no tasks for a disabled person and has no special right to go into public places.

Therapy dog organization (AKC recognized)

THERAPY DOG · AKC

One of the groups on AKC's list that screens therapy dog teams, certifies or registers them, and insures them while they visit. Your dog needs certification from one of them before visits count toward AKC Therapy Dog titles.

Therapy visit

THERAPY DOG · AKC

For AKC Therapy Dog titles, one day at one facility is 1 visit however many people you see; 2 facilities in a day are 2. Proof is a log with date, time, place and staff signature, a facility letter, or your therapy group's card.

Threadle

HANDLING

A sequence where the dog takes an obstacle, comes back through the gap between it and the next one, and takes that one from its far side, going the same direction both times.

Threadle slice

HANDLING

A threadle where the dog comes in to the handler's side of the jump and takes it on an angle away from the handler. In a threadle wrap the dog instead turns tight around the wing.

Three-foot line

WATER WORK · PWDCA

A line marked on land 3 feet from the water at PWDCA trials. A dog has entered or left the water when all four paws cross it. In most Working and Courier boat exercises, a dog that leaves the water fails.

Three-quarter jump height

OBEDIENCE · AKC, ASCA

A lower obedience jump setting for breeds on an approved list, based on three quarters of the dog's height at the withers. AKC and ASCA each keep their own list.

Threshold

SCENT WORK · NACSW

NACSW's other name for the start line. The clock starts when the dog's nose crosses it, and you can take a moment there to settle before you begin.

Through (between)

PARKOUR · ADP, IDPKA

The dog passes through a narrow gap between 2 objects. IDPKA's Novice gap is under twice the dog's shoulder width; All Dogs Parkour calls it Between and also has a version done backward.

ThrowNGo (Throw and Go)

DISC DOG · AKC, UPDOG

UpDog's distance game: 60 seconds on a 50-yard field, with 2 discs, catching throws or rollers in zones worth more the farther out. A catch in the middle strip past 10 yards counts double.

Throw-off

DISC DOG · USDDN, UPDOG

A tiebreaker where each tied team makes 1 throw and the best-scoring catch wins. It repeats until someone wins. USDDN uses it for Toss & Fetch ties that affect the podium; UpDog uses it after its other tiebreakers.

Tic tac (rebound)

PARKOUR · ADP, IDPKA

A parkour move where the dog bounds onto a steep surface and pushes off, each paw touching only briefly, much like a flyball box turn. IDPKA asks for 45 degrees at Intermediate and a vertical surface at Expert; All Dogs Parkour calls it Rebounds.

Time 2 Beat (T2B)

AGILITY · AKC

A one-level AKC class mixing Standard and JWW, open to every level. A clean run under the maximum course time is a Q, and the fastest dog in each height sets the time the others are scored against. Repeats are numbered (T2B2).

Time disqualification

MUSHING · IFSS, ISDRA

An optional rule that drops slow teams after a heat. Under ISDRA, a team whose time is over 1.25 or 1.5 times the average of the 3 fastest teams can't run the next heat. The race must announce the factor before entries.

Time limit

EARTHDOG, HAPPY RATTERS, SCENT WORK · AKC, CPE, HAPPY RATTERS, NACSW, UKC

Scent work: The most time a team gets for a search, set by the judge within the level's range. In AKC going over is an NQ. In NACSW you're "timed out": you keep points for hides found but get the full time.

Earthdog: In AKC earthdog, Novice and Introduction dogs get 2 minutes to start working, then 30 seconds of work. Junior: 45 seconds to reach the rats, 30 to start, 60 of work. Senior and Master: 90 seconds to reach, 15 to start, 90 of work.

Happy Ratters: Every level and game has a maximum time, from 2 to 5 minutes. Most give a 30-second warning, but not when the rat count is unknown. When the timer calls time, you keep the points earned.

Time trial

DISC DOG · SKYHOUNDZ

A Skyhoundz DiscDogathon game: 2 catches past a line 20 yards out, then back over the start line, as fast as possible. Fewer than 2 good catches in the 1-minute limit is a DNF, and the fastest time wins.

Timer

AGILITY, GENERAL · AKC, CPE, UKC, USDAA

The volunteer running the stopwatch or electronic timing, recording each run to 1/100 of a second. CPE's timer also sounds the whistle or horn in games and when a dog may be over maximum time. UKC can use a primary and a backup timekeeper.

Tire (tyre)

AGILITY · AKC, ASCA, CPE, UKI, USDAA

A ring in a frame that the dog jumps through, usually a breakaway tire that splits if hit hard. Breaking it is 5 faults in UKI and USDAA, a bar down in CPE and a failure to perform in AKC. UKI spells it tire and tyre.

Title Application Portal (TAP)

AKC PROGRAMS · AKC

AKC's website for sending in title paperwork for programs like CGC, S.T.A.R. Puppy, Trick Dog and FIT DOG. You upload the forms, pay the fee and follow the application's progress.

Title of record

AGILITY, DOCK DIVING · AKC, NADD

The title shown on a dog's official record when a higher title replaces a lower one. NADD uses the phrase for the higher of two titles in a discipline. AKC agility lists only the highest Standard and JWW titles, and MACH replaces lower Regular titles except Premier.

Top 20 (Fast CAT rankings)

FAST CAT · AKC

AKC's yearly list of the 20 fastest Fast CAT dogs in each breed, ranked on the average speed of each dog's best 3 runs that calendar year. It updates as results are processed.

Top 25%

AGILITY · AKC

A Premier Q that also places in the top quarter of the dogs who ran in that jump height (rounded; with 2 or 3 dogs, only 1st counts). Premier titles need 5 of them among their 25 Qs.

Top Flight titles (U-FLI)

FLYBALL · U-FLI

U-FLI's point titles, each a base title plus steps I, II and III: Top Flight from 100 points, then Executive, Premier, First Class, World Class and 2 higher tiers, up to 97,000. Separate plaques mark 20,000 (Expert) through 100,000 (Elite).

Toss & Fetch

DISC DOG · USDDN

USDDN's distance game: 90 seconds with 1 disc and unlimited throws, but only the best 5 catches score, up to 4.5 points each (5 in Super-Pro). Freestyle divisions add it to their freestyle scores.

Touch N Go

AGILITY · NADAC

A NADAC class of contacts, tunnels and hoops that tests contact performance plus direction and discrimination. Novice to Elite courses have 3 contact performances, and Intro has 2.

Tournament Dog (TD)

AGILITY · USDAA

A USDAA title for 5 tournament Qs, with at least 1 each in Grand Prix, Steeplechase and Dog Agility Masters. Tournament Master (TM) needs 10, with at least 2 in each, and then earns metal tiers.

Tow a boat

WATER WORK · NCA

An NCA Beginner and Junior exercise. A steward in a rowboat 40 feet out (50 in Junior) calls the dog and splashes a bumper tied to an 8 foot line; the dog swims out, grabs the bumper or line and pulls the boat toward shore.

Traces (tug line)

WEIGHT PULL · IWPA, UKC

The rope or nylon lines joining the harness to the cart or sled; no chains. They form a Y for a sled, a long V for a wheeled cart and an I for a rail cart. The tug line is the Y's single strand to the dog.

Track age (aging)

TRACKING · AKC, ASCA

How old the scent is when the dog starts. TD and TDU tracks are 30 minutes to 2 hours old; TDX and VST 3 to 5 hours. ASCA's UTDx is 2 to 4 hours and its BTD 15 minutes to 1 hour.

Tracking

TRACKING · AKC, ASCA

A sport where a dog on a 20 to 40 foot line follows the path a person walked earlier and finds the items they dropped. It's pass/fail with 2 judges, and there's no time limit, though a dog that stops working fails.

Tracking Champion (TCH)

TRACKING · ASCA

ASCA's tracking championship, written before the dog's name, for passing all 4 levels: TD, TDU, TDX and UTDx.

Tracklayer

TRACKING · AKC, ASCA

The person who walks the plotted track and drops the articles. In AKC and ASCA tests it can't be someone who trained, boarded or laid a track for the dog in the last 10 days, or lives with it. ASCA's BTD lets you pick anyone.

Training in the ring

AGILITY · AKC, ASCA, CPE, NADAC

Correcting or rewarding the dog mid-run. AKC excuses the team. NADAC allows it at every level, scored as an elimination with 60 seconds on course. CPE has you declare it first (DTIR) and scores a no time, and ASCA eliminates but lets you continue until maximum course time.

Transfer (points or legs)

AGILITY · ASCA, CPE, NADAC, UKI

CPE moves legs from Regular to Enthusiast or Specialist. NADAC can move higher-level points down, ASCA moves points once from Championship to ACE, and UKI starts a new dog at the level it reached elsewhere.

Transition (freestyle)

FREESTYLE · MDSA, RFE, WCFO

A move that links one behavior or heelwork section to the next, such as a spin or a side switch, done in time with the music. WCFO Canine Cabaret counts them from Intermediate up, and MDSA judges them as part of the choreography.

Trap obstacle

AGILITY · UKC

An extra hurdle on a UKC Intermediate or Excellent course that isn't one of the numbered obstacles. Taking it counts as running off course.

Tree (treed, tree points)

COONHOUND · AKC, UKC

In a nite hunt, the call that a hound has the raccoon up a tree: 125 points first, then 75, 50 and 25, scored once the judge arrives. In field trials and water races, Tree goes to the first dog barking inside the home tree circle.

Treibball

TREIBBALL · NATE

A sport where the dog pushes big inflatable balls into a goal from a distance, steered by your voice and hand signals, against the clock. In the US, NATE runs trials and video titles under a full rulebook.

Treibball balls

TREIBBALL · NATE

Large, firm inflatable balls, often exercise balls, that the dog moves with its nose or shoulder. NATE sizes them by height class, at least as tall as the dog's withers, and Standard uses 3 at Novice up to 8 at Advanced and Expert.

Treibball Enthusiast titles (TE, OTE)

TREIBBALL · NATE

In NATE, 3 Qs in one game at one level earn the TE title (such as TE-N for Novice Standard), and 10 more earn the Outstanding title (OTE). Champion needs OTE-E and OTE-EBO; Versatile Champion adds 10 expert Qs from other games.

Trial secretary

AGILITY, GENERAL · AKC, CPE, UKI

The person who handles entries, confirmations, the catalog and results paperwork. In CPE the secretary also sends out premium lists. UKI's show secretary handles late entries and move-ups.

Trick Dog Performer (TKP)

AKC PROGRAMS · AKC

The fourth Trick Dog title. After the first 3 titles, the dog performs 10 new tricks, 3 or more from the Performer list and 3 or more with props, as a list or a themed routine. No lures or agility or obedience equipment; homemade gear is fine.

Tricks checklist

AKC PROGRAMS · AKC

AKC's form for each Trick Dog title listing the accepted tricks. The evaluator ticks off what the dog did, signs it and gives it to the owner, who sends it to AKC with the title application. A box marks tricks tested by video.

Triple Q (TQX)

AGILITY, RALLY · AKC, UKC, WCRL

Agility: In AKC agility, a Q in Master Standard, Master JWW and Master FAST on the same day; 10 earn the Triple Q Excellent (TQX), or TQXP in Preferred.

Rally: Qualifying in 3 set rally classes at one trial. AKC counts Advanced B, Excellent B and Master (20 needed for a RACH); WCRL counts Levels 1, 2 and 3 B (for ARCHMX); UKC's RMX counts Rally 2-B, 3-B and Master B.

Try-it

DOCK DIVING · NADD

A short NADD practice session for newcomers or dogs getting used to the dock and pool. Dogs don't need a NADD number, and nothing is scored.

Tube (rat tube)

BARN HUNT, HAPPY RATTERS · BHA, HAPPY RATTERS

Barn Hunt: The safe, grated container that keeps each Barn Hunt rat out of the dog's reach. A tube holds a live rat (a gerbil where rats are banned), used litter, or nothing. Tipping one past 45 degrees while removing it is an NQ.

Happy Ratters: The container that keeps a rat safe from the dog, often tied down or set in an open box so it can't roll. It holds a rat (a gerbil where rats are banned), used litter or nothing, and is always carried level.

Tugline

MUSHING · IFSS

The line that clips the rear of a dog's harness to the gangline and carries the dog's pull. In one-dog sports such as canicross, the tugline runs straight from the harness to the racer's belt or the bike or scooter.

Tunnel

AGILITY, BARN HUNT · AKC, ASCA, BHA, CPE, NADAC, UKC, UKI, USDAA

Agility: An open fabric tube the dog runs through, 10 to 20 feet long in AKC. Entering the wrong end is a wrong course, and backing out is a refusal in UKI and USDAA. AKC has no closed tunnel (chute), and UKC replaced its chute with the barrel.

Barn Hunt: A passage built from bales, 18 inches wide and roofed with boards. The dog must go in one opening and come out another with its whole body. Tunnels get longer with more turns at each level, and gaps that don't meet the spec don't count.

Tunnel discrimination

HANDLING

A discrimination where a tunnel sits under or right beside a contact obstacle, and the dog has to take whichever one the handler cues.

Tunnelers

AGILITY · NADAC, UKC, UKI

NADAC's Tunnelers is a titling class made only of tunnels. UKC runs the same idea as Dynamic Tunnels, with Novice and Elite titles. In UKI, tunnelers is only run as a special class that doesn't count toward progress.

Turns (tracking)

TRACKING · AKC, ASCA

A sharp, sudden change of direction on a track; gentle bends don't count. A TD has 3 to 5 turns, a TDX 5 to 7 and an AKC VST 4 to 8, and every track uses both left and right turns.

Twelve-to-Eighteen Month class

CONFORMATION · AKC, CKC

A class for dogs from 12 to under 18 months old (non-champions only, in AKC). AKC clubs may split it into 12 to 15 and 15 to 18 months; CKC allows that split only at specialties.

Two feet on (2 feet on)

PARKOUR · ADP, IDPKA

A parkour behavior where the dog puts just its front paws up on an object and holds for a few seconds. IDPKA asks for elbow height at Training Level and above shoulder height at Novice; All Dogs Parkour calls it Get On (2 Front Feet).

Two on two off (2020)

HANDLING

A stopped contact where the dog halts at the bottom of the plank with its back feet on the board and front feet on the ground, then waits for the release.

U

UACH (United Agility Champion)

AGILITY · UKC

UKC's first championship, started after the BA and IA titles: 100 championship points, with at least 40 from Beginner B and 40 from Intermediate B. It opens the Excellent class.

UACHX (United Agility Champion Excellent)

AGILITY · UKC

The UKC title after the UACH: 5 Excellent Agility Qs of 195 or more, each at a different trial.

U-FLI Affinity Award

FLYBALL · U-FLI

A U-FLI program that adds a dog's points from any flyball organization to its U-FLI points. Titles start at 20,000 combined points (Affinity Launch) and go to 300,000. You register, send a points summary and run 2 U-FLI tournaments in a year.

UGRACH (United Grand Agility Champion)

AGILITY · UKC

UKC's top agility title, earned after the UACHX with 5 combined wins at different trials. Every 5 more adds a number (UGRACH2).

UKC Grand Champion levels (EGCH, RGCH, SGCH, DGCH)

CONFORMATION · UKC

The UKC titles after Grand Champion, in order: Emerald, Ruby, Sapphire and Diamond Grand Champion. Each takes 5 legs under at least 3 judges, one leg per show, from the Grand Champion class.

UKC hurdles (bush, log, rail fence, high, long)

AGILITY · UKC

UKC's own set of jumps. The bush hurdle is a planter of real or fake plants and the log hurdle a pyramid of PVC pipes. The rail fence hurdle, high hurdle and long hurdle, which differs from the obedience broad jump, round out the set.

UKC Nosework titles (NC, NN, NNCH, NWCH...)

SCENT WORK · UKC

Each element and class gives a title, like NC (Novice Container). All 4 at a class add a Nosework title (NN, AN, SN, MN, EN), then Champion and Grand Champion from B. All five Champion titles make a Nosework Champion.

UKC obedience championships (UOCH, GOCH, UUDX)

OBEDIENCE · UKC

After the UUD, UKC's UOCH needs 100 points from qualifying scores in Open B and Utility B plus 5 trials qualifying in both with 370+ combined. GOCH (as the rulebook prints it) takes 15 more such trials; UUDX takes 10 double-qualifying trials.

UKC rally championships (UROG, UROG, URX, RMX, RMC, RMG)

RALLY · UKC

UROG takes 100 points from 91+ scores in Rally 2-B and 3-B; UROG takes 15 trials qualifying in both with 192+ combined. URX and RMX count 10 same-trial double or triple Qs. RMC and RMG add Master B. ASCA's RMX is a different title.

UKC rally titles (URO1, URO2, URO3, ROM)

RALLY · UKC

UKC's rally levels are Rally 1, 2, 3 and Master. Each title takes 3 qualifying scores of 70+ at 3 different trials, with every obstacle completed, earned in order: URO1, URO2, URO3, then ROM (United Rally Master).

UKC weight pull championships (UWPCH, UWPCHX, UGWPC, UEWPC)

WEIGHT PULL · UKC

UKC's points ladder after the UWP. UWPCH takes 100 championship points and UWPCHX 250 more, from either division. UGWPC takes another 250 and UEWPC 500 after that, all in Division B.

UKC weight pull surface titles (UWPV, UWPO, UWPS, UWPU)

WEIGHT PULL · UKC

UKC titles for points spread over different vehicles or surfaces, open after the UWP. UWPV needs 200 points, at least 100 of them on one surface. UWPO needs 100 on each of 2 surfaces, UWPS 100 on each of 3 and UWPU 100 on each of 4.

UKI level points

AGILITY · UKI

The points that move a UKI dog up: a clear round earns 4, and placing earns up to 6 or 12 depending on class size. Faulted runs earn nothing, and the count restarts at 0 on each new level.

UKI US Open

AGILITY · UKI

UKI's biggest yearly event, held each November in Jacksonville, Florida, with agility, jumping, Speedstakes and games classes. Anyone can enter; Qs and wins earned in the season count toward byes into later rounds.

Ultimate Distance (HRUDN, HRUDP, HRUDM)

HAPPY RATTERS · CKC, HAPPY RATTERS

A Happy Ratters game where you stay seated while your dog hunts 1 hidden rat in 2 minutes, set 5, 10 or 15 feet away for Levels 1 to 3 (HRUDN, HRUDP, HRUDM). Leaving the chair before the judge confirms is an NQ.

Unconscious victim

WATER WORK · NCA

A WRDX exercise where a steward in a wet suit floats face up 75 feet out, silent and with eyes closed. The dog has to swim out, work out that the person needs help, and tow them in without hurting them.

Under (parkour)

PARKOUR · ADP, IDPKA

A parkour behavior where the dog ducks or crawls under an object and comes out the far side, without turning back or going around. IDPKA lowers the object as levels rise until the dog must crawl; All Dogs Parkour calls it Go Under.

Underwater retrieve

WATER WORK · NCA, PWDCA

The dog fetches an object off the bottom. In the NCA Senior division it's a sinking article in elbow-deep water, within 3 minutes; at PWDCA Apprentice it's a sinking bait bucket, wiffle ball or fetch toy, and the dog's whole face must go under.

United Weight Puller (UWP)

WEIGHT PULL · UKC

The first UKC weight pull title: a qualifying pull at 3 different UKC licensed pulls, under the same judge or not. The other UKC weight pull titles only start counting after it.

Unknown number of hides

SCENT WORK · AKC, C-WAGS, CPE, NACSW, UKC

Scent work: A search where you aren't told how many hides there are, so you decide when to call "Finish". AKC uses it in Excellent Interior, every Master class and Detective; NACSW from NW3 up; CPE at Level C; UKC in Elite.

C-WAGS scent work: In C-WAGS, the Private Investigator class has 1 to 4 hides and the handler isn't told how many. You must call "Finish" once you think all are found; calling it early or not at all is an NQ.

Un sighted

FAST CAT · AKC

When a coursing dog loses sight of the lure. If the lure operator let the lure get too far ahead or let the dog catch it, a CAT judge can call a no course and give a rerun.

UP (UpDog)

DISC DOG · AKC, UPDOG

An UpDog milestone for a team's play over time. Medal UPs come from lifetime points in one game, such as 100 points for a ThrowNGo Bronze UP or 200 for Frizgility; others come from repeating an achievement. Medal UPs count toward AKC titles.

UpDog Challenge (UDC)

DISC DOG · AKC, UPDOG

A disc dog organization with games for any dog: disc-only games like ThrowNGo and freestyle, and disc-plus-agility games like Frizgility. It tracks each team's lifetime points, achievements and UPs, and it's the only disc organization AKC titles come from.

Urban Herding (treibball)

TREIBBALL · NATE

A NATE treibball game where balls start behind fences or in pens, not in a formation, and the dog drives them through gates and into pens; it's Q or NQ, fastest Q placing first. AKC also uses the name for treibball as a whole.

UTDX (Urban Tracking Dog Excellent)

TRACKING · ASCA

ASCA's advanced urban test, for dogs with a TD or TDU: 600 to 750 yards, 2 to 4 hours old, 4 to 6 turns, with 60 to 80% on bare or hard ground and at least part of a leg run close to a building.

Utility

OBEDIENCE · AKC, ASCA, CDSP, CKC, UKC

Obedience: The top traditional obedience level, for dogs with a CDX. AKC and ASCA use the signal exercise, 2 scent articles, a directed retrieve, a moving stand and directed jumping; UKC swaps in consecutive recalls and 2 directed retrieves. Three Qs earn the UD (UKC: UUD).

CDSP and CKC obedience: CDSP Utility A, for CDX-C holders, earns the UD-C with 3 Qs; Utility B adds an optional Baseball bonus. CKC Utility has a seek back, 2 scent articles, signals, a moving stand and directed jumping, and its 3 Qs earn the OTCH, not a UD.

Utility Dog Excellent (UDX)

OBEDIENCE · AKC, ASCA, CDSP, UKC

Obedience: Ten trials where the dog qualifies in Open B and in Utility B at that one trial, counted after the UD. AKC numbers repeats (UDX2 at 20). UKC calls it UUDX. ASCA has UDX via CDX Open B and UDX-O via ODX Open B.

CDSP obedience: CDSP's UDX-C needs only Utility: after the UD-C, 6 Qs of 170 or more in Utility B. Each further 6 Qs adds a number, as in UDX-C2.

V

Vault

DISC DOG · SKYHOUNDZ, USDDN

A trick where the dog pushes off the handler's body to catch a disc. USDDN scores 2 different vaults from 2 stances as a team element and marks down too many or too high. Skyhoundz says to keep them few and values them like other tricks.

Vehicle search

SCENT WORK · CPE, NACSW, UKC

An element where hides are on the outside of cars, trucks, trailers or other vehicles, never inside. The dog shouldn't scratch the paint or crawl under. AKC Scent Work has no vehicle element.

Verbal cues

HANDLING

Words a handler uses on course: obstacle names, directions like "out" or "go", and turn words like "check" or "wrap". Each handler picks their own words, and they work alongside body cues.

Versatile Companion Dog (VCD) and VCCH

GENERAL, OBEDIENCE · AKC

AKC titles for dogs that title in obedience, agility and tracking at matching levels, from VCD1 (CD, novice agility titles, TD or TDU) up to VCD4. VCCH needs an OTCH, a MACH or PACH, and a CT.

Versatility (VER)

HAPPY RATTERS, OBEDIENCE · AKC, ASCA, CDSP, HAPPY RATTERS, UKC

Obedience: A class of 6 exercises, 2 each from Novice, Open and Utility, picked from set combinations. In AKC and ASCA, 3 Qs earn the VER title. UKC's Versatility is a non-licensed class with no title.

Happy Ratters: Earning a standard title and 5 game titles at the matching level gives Versatility (RV, HRV, XRV, CHV, REXV); 7 games gives Ultimate Versatility (RUV and so on). Titles in 8 or 11 different games, any level, earn BRV or MRUV.

CDSP obedience: CDSP Versatility is a titling class for dogs with the CD-C: off-leash heeling and figure 8, drop on recall, directed jumping and one more exercise, 40 points each. Three Qs earn the VT-C.

Veterans

AGILITY, COONHOUND, DOCK DIVING, FAST CAT, FLYBALL, FREESTYLE, OBEDIENCE, RALLY, TREIBBALL, WEIGHT PULL · AKC, ASCA, CKC, CPE, MDSA, NADAC, NADD, NAFA, NATE, UKC, UKI, USDAA, WCFO, WCRL

Agility: Options for older dogs. UKI and USDAA run Veterans classes for dogs 8 and up. NADAC's Veteran Dog division opens at 7 and is required after 9, ASCA's opens at 7, and CPE's Veterans height at 6. AKC has none; Preferred is open to any dog.

Obedience and rally: AKC's Veterans obedience class is non-titling, for titled dogs 7 and up; ASCA's is Seniors, and UKC's is a non-licensed class for any dog 7+. WCRL rally's Veteran class earns titles, with the minimum age set by the dog's weight.

Flyball: In NAFA flyball, a class where every dog on the team is 7 or older. The schedule is capped at 16 possible heats a day.

CKC agility: CKC's Veterans agility division, for dogs 7 and up, jumps 1 or 2 heights lower with 20% more course time. Once entered, a dog can't go back to Regular or Selected; earlier Qs still count, and new titles end in V.

Coonhound: At a UKC nite hunt, a Veterans Cast is for handlers 55 or older, needs at least 3 of them, and competes for the same placements.

Weight pull: In UKC weight pull, a dog 7 or older, with its own Most Weight Pulled award.

Canine freestyle: MDSA's Veteran class (VFD) is for dogs 7 and older; WCFO's Sassy Seniors is for dogs over 9 or handlers over 65.

Treibball: NATE's Veteran A and B divisions are for dogs 8 and up, with closer balls and more time.

Fast CAT: In CAT, a dog over 7, whose owner may choose a course two-thirds the usual length.

Dock diving: In NADD, a class for dogs 8 and older, offered only at Regionals and Nationals.

Video testing (Trick Dog)

AKC PROGRAMS · AKC

Instead of performing in person, a Trick Dog team can show its tricks on video to an AKC Approved CGC Evaluator, who signs the checklist the same way. AKC also still reviews Elite Performer videos for handlers without an instructor.

Video titles (C-WAGS)

RALLY · C-WAGS

C-WAGS rally and games titles earned from filmed runs, alone or mixed with in-person Qs, marked with a V (CW-VSR). If at least 2 of the 4 Qs (or 6 of the 10 for an ACE) were in person, the regular title is given instead.

Video titling

FREESTYLE, PARKOUR, TREIBBALL · ADP, IDPKA, MDSA, NATE, RFE, WCFO

Earning titles by filming your runs at home or in a park and sending the video to be judged. IDPKA and All Dogs Parkour title only by video; MDSA, WCFO, Rally-FrEe and NATE treibball accept videos too, usually with strict editing limits.

Voluntary Withdrawal (VW)

DOCK DIVING · NADD

Ending an Air Retrieve turn on purpose before the dog has used up its misses. The score still counts for titles but not for qualifier invites or Regionals and Nationals placings, and after 3 in a season any more score zero.

VST (Variable Surface Tracking)

TRACKING · AKC

AKC's urban excellent test, for dogs with a TD, TDU or TDX: 600 to 800 yards, 3 to 5 hours old, over at least 3 surfaces around buildings. A third to two-thirds of it is bare ground like concrete, gravel or mulch. ASCA has no VST.

W

Walk on

HERDING · AKC

The command, also said as "walk up", asking the dog to move straight in toward the stock to push them on.

Walking balance

PARKOUR · ADP, IDPKA

A parkour behavior where the dog walks the whole length of a narrow, raised object, like a log or curb, with all 4 paws on it. IDPKA calls it Balance and adds 180 degree turns later; All Dogs Parkour calls it Walk On.

Walk-through

AGILITY · AKC, CPE, NADAC, UKC

Walking the course without your dog before the class to plan your handling. AKC limits it to handlers entered in that class. CPE walk-throughs run 5 to 10 minutes, NADAC allows 5 minutes plus 2 minutes of prep, and UKC about 5.

Walk-up

HUNT TESTS · AKC

A Senior and Master retriever setup where the dog walks at heel and a bird suddenly goes up, testing steadiness in a surprise. The birds appear within 45 yards from hidden stations, and Junior tests don't use walk-ups.

Wall jump

AGILITY · AKC, CPE, UKI, USDAA

A jump that looks like a solid wall, with loose pieces on top that fall if hit. In AKC all 4 tops must stay on, and UKI gives 5 faults for a dropped brick or pillar. USDAA also allows an arched version, the aqueduct.

Warm-up jump

AGILITY · AKC, NADAC, UKC, UKI

A practice jump outside the ring. AKC allows one per warm-up area and UKI must provide one per ring, at a minute per dog at most. NADAC's warm-up area is optional, with one jump or hoop, and UKC clubs may set up a warm-up ring.

Water Dog (WD)

WATER WORK · NCA

The NCA's first standard water title, from the Junior division: basic control on land, then a bumper retrieve, fetching a life jacket or cushion, taking a line to a swimmer, towing a boat and swimming with the handler.

Water race

COONHOUND · AKC, UKC

A coonhound race across a pond after a caged raccoon or lure pulled over the water. Hounds have to swim the course; the first to reach the line wins Line and the first to bark at the home tree wins Tree.

Water Rescue Dog Excellent (WRDX)

WATER WORK · NCA

The NCA's top water title, for dogs with WRD. Its 6 exercises are rescue scenes: an abandoned boat, several swimmers at once, an unconscious victim, a capsized raft, a line to shore and hidden victims.

Water Rescue Dog (WRD)

WATER WORK · NCA

The NCA's Senior water title, for dogs with WD: a double retrieve, a paddle retrieve from a boat, a life ring to the right swimmer, an underwater retrieve, a line to a boat and towing it in, and rescuing the handler.

Water test (water trial)

WATER WORK · NCA, PWDCA

A pass or fail event where dogs do rescue or fishing boat tasks in open water. The NCA's water tests are for Newfoundlands from 6 months old, with other breeds optional afterward; the PWDCA's water trials are for Portuguese Water Dogs.

WCFO divisions and titles (W-FD, W-FDX, W-FDM, W-CHFD)

FREESTYLE · WCFO

WCFO's ladder in both heelwork to music and musical freestyle: Beginners (W-FD, 2 shows), then Novice (W-FDX), Intermediate (W-FDM) and Advanced (W-CHFD) at 3 shows each, then Champion Perfect Dance Partners (W-CH.PDP, 5 shows).

WCRL level championships (RL1X, RL2X, RL3X, RLVX)

RALLY · WCRL

After a level title, a team keeps showing in that level's B class: 10 more Qs earn RL1X, RL2X or RL3X, and 5 earn RLVX. Each further set adds a number, like RL1X2.

WCRL levels and titles (RLI, RL1, RL2, RL3, RLV)

RALLY · WCRL

WCRL (Cynosport) rally runs Intro, Level 1 (on leash), Levels 2 and 3 (off leash, with jumps) and Veteran. Each level title takes 3 Qs of 170+ under 2 judges in the A class; Intro has no A or B and one judge is enough.

Wear (wearing)

HERDING · AKC

The dog swinging back and forth behind the flock to keep it moving with the handler, with no extra commands. It can also mean keeping separated animals apart.

Weave entry

AGILITY · AKC, ASCA, CPE, NADAC, UKI, USDAA

How a dog starts the weave poles: between poles 1 and 2, with pole 1 on its left. A wrong entry is a refusal in AKC (except in Novice), UKI and USDAA. CPE doesn't start judging the weaves until the entry is right.

Weave poles

AGILITY · AKC, ASCA, CPE, NADAC, UKC, UKI, USDAA

A row of upright poles, 24 inches apart, that the dog weaves through from one end to the other. Sets usually have 6 or 12 poles, and UKC also uses 9. AKC and NADAC give 3 tries before the dog has to go on.

Weavers

AGILITY · NADAC

A NADAC class of weave poles, tunnels and hoops that tests weave entries from many angles at speed. The number of weave sets grows by level, from one set of 6 in Intro to three sets of 12 in Elite.

Weigh-in

WEIGHT PULL · IWPA, UKC

The official weighing before a pull, held no more than 24 hours before it starts, with weights rounded down to the whole pound. That weight sets the dog's class and the loads it needs. One weigh-in can cover a club's back-to-back pulls.

Weight certificate

DRAFT WORK · BMDCA

A vet's signed record of the dog's weight, dated within 60 days of the test, that BMDCA Open and Open Brace entries must include. It sets how much freight the dog pulls.

Weight classes (weight pull)

WEIGHT PULL · IWPA, UKC

Dogs pull against others of similar body weight, males and females together. UKC runs 10-pound classes from 10 to 100 plus Unlimited (101 and over). IWPA uses 10, 20, 40, 60, 80, 100, 125 and 150 plus Unlimited (151 and over).

Weight exchange

DRAFT WORK · NCA

A DDX maneuver near the middle of the course. The dog stays put while the handler unloads their own freight and loads and secures the club's, using only tools carried on them or on the cart.

Weight pull

WEIGHT PULL · IWPA, UKC

A strength sport where a harnessed dog pulls a loaded cart, rail cart or sled 16 feet within 60 seconds as the weight rises each round. UKC places dogs by weight pulled per pound of body weight; IWPA by total weight pulled in the class.

Weight pull championship points (UKC)

WEIGHT PULL · UKC

Points a UKC dog earns by pulling a set multiple of its body weight; heavier multiples earn more. Each surface has its own scale: Division A runs from 5 to 20 points, Division B from 10 to 30.

Weighted vehicle (cart, rail cart, sled)

WEIGHT PULL · IWPA, UKC

What the dog pulls. UKC uses a wheeled cart on natural ground (packed dirt, stones, grass) or artificial surfaces, a rail cart on a carpeted track, and a sled on snow. IWPA holds snow and wheeled pulls only.

Wheel dogs

MUSHING

The dog or pair hitched closest to the sled. They're usually the strongest, sturdiest dogs, because they take the jolts and pull the sled around corners and trees.

Whoa

MUSHING

The command to stop, said as the musher stands on the brake.

Wicket

BARN HUNT, DOCK DIVING, FAST CAT · AKC, BHA, NADD

The measuring tool whose crossbar is lowered onto the top of the withers to check a dog's height. It decides the Fast CAT handicap, a NADD Lap dog's class, and a Barn Hunt dog's height division.

Wild card classes

OBEDIENCE · AKC, ASCA

Non-titling versions of Novice, Open and Utility where praise during exercises is welcome. The handler names one exercise as a "wild card" that scores full points however it goes (in ASCA, it can be skipped).

Wildcard

AGILITY, BARN HUNT · BHA, CPE, USDAA

Agility: CPE's Wildcard has 3 spots where the handler picks a 1-point or 2-point obstacle, needing the right mix for the level. USDAA's 5-Q Wild Card is a set of 5 core titling Qs that stands in for a tournament Q toward Cynosport entry.

Barn Hunt: An extra place in the last day of the Barn Hunt Grand National for a fast dog that missed the top 60, like the fastest single run in each height on day 1 or day 2.

Wing

AGILITY · AKC, CPE, USDAA

A side panel on a jump, fixed to the upright or standing beside it. Wings mark the jump and keep the handler a step away from the dog. AKC allows wings 16 to 36 inches wide; USDAA wings are 12 to 16 inches and required on every spread.

Winners Dog and Winners Bitch (WD, WB)

CONFORMATION · AKC, CKC, UKC

The best male and best female from the classes, chosen among each sex's undefeated class winners. In AKC and CKC they're the class dogs that earn championship points, though Reserve can get a major at some specialties. UKC calls them Best Male and Best Female.

Withers

AGILITY, GENERAL · AKC, ASCA, CPE, NADAC, UKC, UKI, USDAA

The highest point of a dog's back, between the shoulder blades. Every agility organization measures height there to set a dog's jump height.

Work (earthdog)

EARTHDOG · AKC

What the dog has to keep doing at the quarry: barking, growling, digging, lunging or biting at the cage. Switching from one to another isn't a break, but staring or sniffing doesn't count. From Junior up, it must happen within a foot of the cage.

Working Trial Champion (WTCH)

HERDING · ASCA

ASCA's championship for earning the ATD title on all 3 classes of stock: cattle, sheep and ducks. WTCH-M and WTCH-X need ATD-M or ATD-X on all 3. Stockdog Champion (SDCH) and Grand Champion Stockdog (GCHS) build on WTCH-X with farm, ranch and Post Advanced titles.

Working Water Dog (WWD, WWDX)

WATER WORK · PWDCA

The PWDCA level worked mostly off a boat: a gear bag, a dummy, 3 articles tipped overboard, a dummy thrown between 2 boats and a blind floating line. 2 more passes, at 2 sites under 2 judges, earn the optional WWDX.

World Team Bye Event (WTBE)

AGILITY · AKC

An ISC event that AKC's agility director has approved to offer automatic entry to the AKC/USA World Team Tryouts. Its course maps aren't posted until building starts.

Wrap

HANDLING

The dog jumping a bar and then turning tight around the wing to come back the way it came, about 180 degrees. "Wrap" is also a common verbal cue for that turn.

Wrong ball

TREIBBALL · NATE

In NATE treibball, the judge's call when an incorrect ball rolls into the goal after the point ball. The handler rolls it back onto the field, each call adds 10 seconds, and going over the allowed number is an NQ.

Wrong call

BARN HUNT, HAPPY RATTERS, SCENT WORK · AKC, BHA, CPE, HAPPY RATTERS, UKC

Barn Hunt: Calling "Rat!" on a litter tube, an empty tube or no tube at all. In regular classes it's an NQ, though the judge shows your dog a rat before you leave. In Crazy 8s the first costs 20 points and the second is an NQ.

Scent work: An "Alert" or "Finish" called at the wrong time or place. In AKC it ends the search. CPE Levels 1 and 2 allow 1 wrong call as a fault; UKC Novice allows 1 too, and a second is an NQ.

Happy Ratters: Happy Ratters calls it a false alert: calling rat where there's no rat. It's usually a 10-point fault, but in levels and games that allow few or no faults it can end the run.

Wrong course (off course)

AGILITY · AKC, ASCA, CPE, NADAC, UKC, UKI, USDAA

Taking an obstacle out of order or the wrong way. AKC takes 5 points and allows one only in Novice and Open Standard. CPE charges 5 faults, NADAC and ASCA 10, UKC 3 points, and UKI eliminates. USDAA charges 5 in Starters, 20 in Advanced and eliminates in Masters.

X

XRAT (HR Expert)

HAPPY RATTERS · CKC, HAPPY RATTERS

The third Happy Ratters standard level and title: 3½ minutes to find 3 hidden rats plus a bridge and burrow, with up to 4 faults and 1 item moved if the judge agrees. It takes 300 points. The CKC records it as HR Expert.

XREX (Extreme Ratter)

HAPPY RATTERS · HAPPY RATTERS

The Happy Ratters level after REX, run like Extraordinaire except the first fault ends the run. The XREX title needs 30 runs of 100 points or more after REX, 10 of them at 130 or more. XREX2 and XREX3 follow at 60 and 90 runs.

Y

Y chute and Z chute

HERDING · AKC

Two panel obstacles on AKC Course A. The Y chute is a funnel along the near fence; the Z chute is a narrow alley with a dogleg at the bottom fence. Stock go through each, and a miss costs up to a point a head.

Yards per second (YPS)

AGILITY · AKC, ASCA, CPE, NADAC, UKC, UKI, USDAA

The speed used to set standard course time: the course length in yards divided by YPS gives the SCT. Faster rates mean less time. AKC Master Standard uses 3.1 for 20-inch dogs, CPE 2.15 to 2.65 by level, and NADAC also uses YPS for its run index.

Z

Zoom rally (CW-ZR1, CW-ZR1.5, CW-ZR2)

RALLY · C-WAGS

C-WAGS rally classes with no halts and a 2-minute course time (Zoom 1 has 15 to 18 signs). You may pause to pet or treat as long as the dog doesn't sit and stays in heel position. Four Qs earn each Zoom title.