

IMDT Partnership Grade One

	Exercise	Criteria
1	Loose lead walking.	100 metres, incl 1 left turn, 1 right turn, 1
	Handler allowed to treat 3	about turn and x2 sits
	times over the course, but	On a loose lead
	no luring	
2	Sit	No lure, Dog to sit, Handler to step 5 paces
		away, return to dog after 60 seconds
3	Down	No lure, Dog to Down, Handler to step 5
		paces away, return to dog after 60 seconds
4	Recall	Handler to place 5 treats on the floor and
		walk 10 paces away as the dog eats, when
		ready, handler to recall the dog. Longline on
		for safety
5	Inspection	Dog to comfortably be inspected by IMDT
		trainer with no distress from dog. Areas to
		inspect are ears, eye, paw
6	Chin Rest	With no lure, Handler to sit on chair and cue
		chin rest. Dog to maintain position as handler
		mimics eye-drop application for 5 secs



IMDT Partnership Grade Two

	Exercise	Criteria
1	Loose lead walking.	200 metres, incl 1 left turn, 1 right turn, 1
		about turn and x1 sits
	No treats or toys on the	On a loose lead to include 50 metres fast
	course	pace and 50 metres slow pace
2	Sit	No lure, Dog to sit, Handler to step 10 paces
		away to 'poo pick' a waiting Kong from the
		floor into a poo bag, return to dog after 60
		seconds
3	Down	No lure, Dog to Down, Handler to step 20
		paces away, untie and retie shoelaces and
		return to dog after 60 seconds
4	Recall	Handler to leave dog in a Sit or Down, walk
		20 paces away, then recall the dog into a sit
		front present. Longline on for safety
5	Clear Jump	On or off-lead. Dog to clear jump a height
		designated safe by the trainer. Handler can
		go over the jump with the dog or round the
		side of the jump
6	Bow, Spin, Twist	With no lure, Handler to cue Bow, then spin,
		then Twist x 3 in succession



IMDT Partnership Grade Three

Exercise	Criteria
Loose lead walking.	300 metres, incl 1 left turn, 1 right turn, 1 about
	turn and x1 sit, x1 Down Off Lead
No treats or toys on the	To include 50 metres fast pace and 50 metres
course	slow pace. Include a Sit, Handler walks 20 metres
	away and then call dog to them to complete the
	course
Search	Dog to find and retrieve toy hidden 10 metres
	away amongst cones or similar
Emergency Stop	Handler to recall dog from +20 metres and Stop
	dog when 10 metres
Meet a Friendly Stranger	Handler and dog (off lead) to approach an excited
	and friendly stranger. Handler to shake hands
	with stranger. Dog not to jump at stranger
Clear Jump	Off lead. Handler leaves the dog in a stationary
	position and goes to stand level with the jump
	and cue the dog to jump
Bow, Spin, Twist	With the dog stationary 5 metres away from
	handler, with no lure in hand, handler to cue
	Bow, then spin, then Twist, x3 times in succession
	No treats or toys on the course Search Emergency Stop Meet a Friendly Stranger Clear Jump



IMDT Partnership Grade Four

	Exercise	Criteria
1	Loose lead walking.	400 metres, incl 1 left turn, 1 right turn, 1 about
		turn and x1 sit, x1 Down.
	No treats or toys on the	Off Lead
	course	To include 50 metres fast pace and 50 metres
		slow pace. Include a Sit, Handler swaps sides and
		completes the last 20 metres
2	Search	Dog to find irretrievable toy (hidden too high or
		under heavy object so the dog cannot access) and
		to clearly indicate the 'find' to handler with a
		freeze, sit or down
3	Down	Dog in Down, handler to go out of site (min 10
		metres away) for 2 minutes. Dog to remain in
		down until Hander returns
4	Meet a Friendly Stranger	Handler and dog (off lead) to approach an excited
	with a dog	and friendly stranger who also has a dog (on
		lead). Handler to shake hands with stranger. Dog
		not to jump at stranger or interfere with
		stranger's dog
5	Boomerangs	Handler to send the dog around a pole/cone
		placed 10 metres away
6	Sendaway	Handler to send dog to a target. 10 metres away.
		Dog to sit or down on the target



IMDT Partnership Grade Five

	Exercise	Criteria
1	Loose lead walking.	250 metres 'fast pace' dog on left hand side of
		Handler incl 1 left turn, 1 right turn, 1 about
	No treats or toys on the	turn and x1 sit, x1 Down.
	course	Off Lead
		Repeat with dog on other side of the handler
2	Search	Find and retrieve 4 Individual items hidden
		under 20+ cones/hides, placed at least 2 metres
		apart from each other. Each item to be found,
		retrieved to Handler, then resent for next item.
3	Canine Knowledge	Handler to answer 5 general knowledge
		questions about dogs, e.g., normal temperature,
		colours dogs see, resting heartbeat, how to deal
		with heatstroke, toxic food, etc (questions to be
		designed by trainer)
4	Sit	Dog in Sit, Handler to go out of sight (min 10
		metres away) for 2 minutes. Dog to remain in sit
		until handler returns
5	Boomerangs	Handler to send the dog around a series of 6
		poles/cones all placed 10 metres away. (e.g.,
		line of 3 one side, line of 3 other side, making a
		rectangle) Handler not to get closer than 5
		metres from any pole/cone.
6	Send away	Handler to send dog to a target (mat/bed) 10
		metres away. Dog to Sit or Down on the target.
		Handler to remain in position, then redirect the
		dog to the left to another target 10 metres to
		the left of the original target



IMDT Partnership Grade Six

	Exercise	Criteria
1	Loose lead walking.	300 metres, incl. 1 left turn, 1 right turn, 1 about
	_	turn and x1 sit, x1 down, Off Lead
	No treats or toys on the	To include 50 metres fast pace and 50 metres
	course	slow pace. Include a fluid change of sides x 2
		while walking
2	Sequence	Create a sequence of 5 known behaviours, that
		can be back chained. Behaviours to be cued on a
		verbal cue only, at 1 metre distance
3	Directions	Handler to send dog to a target 10 metres away,
		dog to sit or down next to or on target. Handler
		to walk to a target 5 metres to the dogs right and
		place a treat, Handler to return to start position
		and direct the dog with a hand motion to go to
		the treat. Repeat 5 metres to the Left of the dog
		and 5 metres behind the dog
4	Retrieve	3 retrieves – 1) Handler to send dog to retrieve a
		toy at 20 metres, dog to return to 'Middle' to
		deliver the retrieve 2) front present to deliver the
		retrieve 3) Heel to deliver retrieve
5	Clear Jump	Off lead, handler to leave the dog in a stationary
		position and stand level between two jumps,
		handler to cue the dog to jump the first jump and
		then send over the second jump to a target to do
		a sit or down. Handler to then walk to the start
		and recall the dog back over both jumps
6	Bang	With the dog walking towards the handler, the
		handler cues 'Bang', dog lay down from a stand
		onto their side and becomes still