

ANIMAL TALENT ACADEMY OF AUSTRALIA
INTERMEDIATE TITLE LIST (choose 10)

Task	Description of Task	Completed
4 On	Follow on from 2 on / 2 off, but all 4 feet are on an object	☐
Balance Beam	Animal walks over a beam or plank that is off the ground	☐
Back up over two poles	Handler lures, leads or cues animal to back up over two poles	☐
Back up stairs	Animal reverses backwards at least five stairs away from handler	☐
Bending	Weaves through four markers and back down through	☐
Card deck	Grabs a card in their mouth from a set of three cards you hold in front of them	☐
Catch	Animal catches an object in their mouth	☐
Cover Eyes	Animal covers their eye with their foot/paw	☐
Downs (3)	Animal moves into 3 different down positions on cue, pausing briefly at each	☐
Fetch	Brings you an object and drops it in front of you	☐
Go around	Goes around a cone or object and comes back to you	☐
Go to a target	The animal goes to a target spot (eg mat at least two metres away)	☐
Heel backwards	Animal and handler to walk or trot/run backwards alongside each other	☐
Hide	The animal attempts to hide behind or under an object relevant to their size	☐
Hoop Jump	Animal jumps through a hoop	☐
Invisible halter/lead	Handler pretends to put on a halter/lead and animal then follows beside for at least five metres	☐
Jump Pole	Jumps over a pole that is raised off the ground	☐
Jumps	Animal is cued to jump off the ground and land in approximately the same place	☐
Left or Right	The animal can differentiate the front feet (ie lifts left leg on left command)	☐
Mirror cue (6)	Animal performs any six tasks by copying your movement	☐
Mouth inspection	Open beak/mouth and check teeth/gums	☐
Noisy haircut	Animal stays still and calm for hair clippers	☐
Nose	Stays still while an object is balanced on their nose for at least 3 seconds	☐
Open the door/gate	Animal pushes open a door/gate to get to you on the other side	☐
Pedicure	Animal stays still and calm for nail clippers or Dremel	☐
Peekaboo	Animal comes between handlers legs, either direction	☐
Pickpocket	Animal takes an object from handlers pocket	☐
Pull	Pulls an object that is fixed to them (by a harness or similar)	☐
Ramp	Walks up a ramp (height and angle relevant to size of animal)	☐
Say No	Moves their head side to side command	☐
Say Yes	Moves their head up and down	☐
Search	Animal searches and indicates on a small hidden item on cue from handler	☐
Secret	Animal puts nose/mouth near handlers ear simulating telling a secret	☐

Task	Description of Task	Completed
Send away	Handler cues animal to go to target at least five metres away and sit	☐
Send / Jump / Recall	Handler sends animal 5 metres, over jump both sides and recall back	☐
Send / Jump / Target	Handler sends animal 5 metres, over jump and then to sit on a target	☐
Step over	Handler steps over animal while animal remains calm in a static position	☐
Soccer	Push a ball with their mouth/head/feet/leg	☐
Spin	Turns a full circle in either direction	☐
Sustained Touch	Holds their nose on your hand or an object for at least 5 seconds	☐
Swim	Handler and animal swim together at the same time in the same water	☐
Tug	Pulls an object with their mouth	☐
Under	Walks under an object relevant to their size	☐
Verbal cue	Performs three different tasks with a verbal cue only at 2 metres while handlers back is turned	☐
Wear It	Wears a hat or similar on their head	☐
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