

World Canine Freestyle Organization
Canine Cabaret

Welcome to WCFO Canine Cabaret!! Canine Cabaret performs tricks to music starting at a beginner level and progressing to the PTP or Perfect Trick Partner title performance level.

The Goal of Canine Cabaret is to develop the performance team utilizing tricks performed to music. At each level, tricks to be performed will be identified prior to the performance on the judging sheet and presented to the judge for their review of the performance. The music selected will support the choice of tricks. The overall goal of the Canine Cabaret is to showcase a bonded team, working well with each other and a dog that is happy to be in the ring performing with their human partner. Tricks are completed with 1-3 cues per trick depending on the level of the title performance. A cue is a verbal and/or hand signal used to cue the behavior of the dog.

As the team develops, the goal is to help prepare the team for further competitive WCFO events such as Musical Freestyle, Heelwork to music, skits, and Proficiency Testing. Focus, attention, teamwork and a happy performing dog are key to each Canine Cabaret Level of competition. The dog should remain a connected, focused member of the team between the completion of each trick.

As the team moves up in Canine Cabaret, the Cues become more artistic and choreographed in appearance. The music supports the tricks and tricks flow with the music selected.

A title is earned per each level upon a successful qualifying scored performance at a WCFO judged event. This can be a live event, a show virtual event, or a Stay-at-Home Video entry.

Competitors will earn their title after one qualifying score per each competitive level. The levels are as listed with the number of tricks and the music time in which they are to be performed. Please note music times may be 15 seconds over or under the set time. Each level will have a list of tricks that that competitor may choose from to perform. As the team progresses to higher title levels, the handler has the option to choose their own tricks in addition to those listed for that competitive level. Each level must complete the number of tricks within the number of cues specified within the competitive level. The team will also receive an artistic score in order to quality. That score is also based on the competitive level of the team. Trick content is a Q or NQ based on the number of tricks required and number of cues allowed per behavior. Artistic score is based on criteria for each competitive level.

Beginner on or off leash

5 tricks selected from a list of 10 choices

Music time 1:30 to 2:15

3 cues allowed per trick to complete the behavior

1 qualifying score to earn title

Novice off leash

8 tricks selected from a list of 15 choices

Music time: 1:45 to 2:30

2-3 cues allowed per trick to complete the behavior

1 qualifying score to earn title

Intermediate Off Leash

10 tricks out of 16 choices 2 may be handler own choice not included on the list of tricks.

Music time: 2:00—2:45

2 cues allowed per trick to complete the behavior

1 qualifying score to earn title.

3 transition moves between tricks completed in time to the music.

Advanced off leash

15 tricks selected from a list of 20

5 tricks may be handler choice not included on the list of tricks.

Music Time: 2:15 to 3:15

1-2 cues allowed per trick to complete the behavior.

1 qualifying score to earn title.

5 transition moves between tricks completed in time to the music.

Perfect Trick Partner (PTP)

25 tricks performed to music

5 tricks selected from each level, with 5 additional new tricks that are the handler's choice to perform.

Music Time: 3:00-3:00 Minutes

1 Cue per behavior

1 qualifying score to earn title

Trick levels to be included

Beginner 5 tricks

Novice 5 tricks

Intermediate 5 tricks

Advanced 5 tricks

PTP 5 tricks of handler choice

There will be a total of ten transition moves used within the total performance between the tricks that support the flow of the music. The handler may choose from the below list for transition moves:

Leg weaves	mutual spins dog and handler	back of handler
Spin circle change sides	circle handler change sides	dog back through and turn.
Back up call dog into new trick	left about turn.	
Switch sides	front to back.	
Switch direction	front of handler	

The Tricks and transition moves will be listed on the judge's form and presented to the judge prior to performance.

Trick performance will showcase a connected team working together and utilizing 25 tricks and 10 transition moves to music.

Handler Name: _____

Dog Name: _____ **MUSIC TIME 1:30 TO 2:15 TIME:** _____

Competition level: Beginner

5 REQUIRED TRICKS

Number of tricks completed with required cues: _____

3 CUES PER TRICK

Q OR NQ

***HANDLER WILL CIRCLE THE TRICKS TO BE PERFORMED AND TURN IN TO JUDGE PRIOR TO PERFORMANCE

CONTENT

<u>TRICK SELECTED</u>	TOTAL # OF CUES	COMPLETED
SPIN TO RIGHT		
SPIN TO LEFT		
SIT PRETTY		
SHAKE HANDS		
BOW		
HIGH 5		
CRAWL		
ROLL-OVER		
2 PAWS UP		
CHIN REST		

ARTISTIC

<u>Total Point value</u>	<u>Criteria</u>	<u>Score</u>
2.0 Animation/Attitude	Dog is working happily and maintains focus and attention to handler	
1.0 Handler engagement	Handler engages the audience and Acknowledges them during performance.	
1.0 Quality/Creativity	Timing and performance of tricks as part of Performance	
1.0 Coordination with music	Tricks flow nicely within the music selected.	
2.0 attention and focus	Dog and handler flow together as a team and maintains engagement.	
1.0 costume	Costume supports the theme and music.	
1.0 Flow use of ring space	Flows smoothly and use of ring space	
1.0 Spectator appeal	Audience Appeal as a team during performance	
<u>TOTAL SCORE ARTISTIC:</u>		

Handler Name: _____

Dog Name: _____ **MUSIC TIME 1:45 TO 2:30 TIME:** _____

Competition level: NOVICE

8 REQUIRED TRICKS

Number of tricks completed with required cues: _____

2-3 CUES PER TRICK

Q OR NQ

****HANDLER WILL CIRCLE THE TRICKS TO BE PERFORMED AND TURN IN TO JUDGE PRIOR TO PERFORMANCE

Novice

Music time: 1:45—2:30

Novice chooses 8 tricks out of 15 of the tricks listed below.

Tricks selected

Heel on left side 8 steps

say your prayers

Heel on right side 8 steps

get in a box

Crawl 5 paces

get on a table

Backing onto table

circle a cone to the right

Circle a cone to the left

figure 8 heeling with dog

Hand target

follow a touch stick in heeling

Play dead

roll-over

Hide in a suitcase

Artistic Scoring
Canine Cabaret

Artistic Scoring

Beginner: 7.3

Novice: 8.0

Intermediate: 8.5

Advanced: 9.2

Perfect Trick Partner: 9.5

Handler Name: _____

Dog Name: _____ **MUSIC TIME 2:00 TO 2:45 TIME:** _____

Competition level: Intermediate

10 REQUIRED TRICKS

Number of tricks completed with required cues: _____

2 CUES PER TRICK

Q OR NQ

3 TRANSITION MOVES

****HANDLER WILL CIRCLE THE TRICKS TO BE PERFORMED AND TURN IN TO JUDGE PRIOR TO PERFORMANCE

Intermediate-- choose 10 tricks out of the 16 listed below or handler may choose two of their own not listed.

Bow and hold for a count of 10

Shake hands with each front paw

sit pretty at a distance from the handler of two feet

hug leg

hit target and turn on light or sound

jump through a hoop

send to crate

high 5 from a distance of two feet

jump over a handler body part.

back around

jump over a prop

leg weaves forward for count of 16

send to bases distance of 5 feet

figure 8 leg weaves

weave poles (6)

3 moves on Klimb table spin sit down

Handler choice: _____

Handler choice _____

Transition moves: 3

Leg weaves

mutual spins dog and handler back of handler

Spin circle change sides

circle handler change sides dog back through and turn.

Back up call dog into new trick

left about turn.

Switch sides

front to back.

Switch direction

front of handler

Handler Name: _____

Dog Name: _____ **MUSIC TIME 2:15 TO 3:15 TIME:** _____

Competition level: Advanced

15 REQUIRED TRICKS

Number of tricks completed with required cues: _____

1-2 CUES PER TRICK

Q OR NQ

5 TRANSITION MOVES

****HANDLER WILL CIRCLE THE TRICKS TO BE PERFORMED AND TURN IN TO JUDGE PRIOR TO PERFORMANCE

Advanced choose 15 tricks out of the 20 listed below. Handler may choose 5 of their own choices not listed

- | | |
|---|--|
| back around handler twice | dog two feet rise up into walking on two legs. |
| follow behind handler 10 steps | push an object with dog's nose |
| back through handler legs | pull an object |
| ring a bell | dog cover/salute |
| send to a target 5 feet away | head under pillow |
| send around a cone or other object 5 feet away | send dog away to spin right 5 feet away |
| walk on handler's feet | send dog away to spin left 5 feet away |
| circle an object 2 feet away | open a door and enter |
| backing 30 steps in front position with handler | side pass 15 steps |
| Right side heeling 15 steps | backing 15 steps in heel position |
| Handler choice: _____ | handler choice: _____ |
| Handler choice: _____ | handler choice: _____ |
| Handler choice: _____ | |

TRANSITION MOVES: 5

Leg weaves

mutual spins dog and handler back of handler

Spin circle change sides

circle handler change sides dog back through and turn.

Back up call dog into new trick

left about turn.

Switch sides

front to back.

Switch direction

front of handler

Handler Name: _____

Dog Name: _____ **MUSIC TIME 3:00 TO 4:00 TIME:** _____

Competition level: Perfect

Trick Partner (PTP)

25 REQUIRED TRICKS

1 CUES PER TRICK

10 TRANSITION MOVES

Number of tricks completed with required cues: _____

Q OR NQ

****HANDLER WILL CIRCLE THE TRICKS TO BE PERFORMED AND TURN IN TO JUDGE PRIOR TO PERFORMANCE

Perfect Trick Partner (PTP)

Music Time: 3:00 to 4:00 Minutes

Perfect Trick Partner

25 tricks performed

5 tricks from each level

5 additional new tricks handler choice

10 transition moves

Beginner 5

- 1.
- 2.
- 3.
- 4.
- 5.

Novice 5

- 1.
- 2.
- 3.
- 4.
- 5.

Intermediate 5

- 1.
- 2.
- 3.
- 4.
- 5.

Advanced 5

- 1.
- 2.
- 3.
- 4.
- 5.

PTP Trick level handler choice 5

- 1.
- 2.
- 3.
- 4.
- 5.

10 transition moves included in the performance of the 25 tricks

TRANSITION MOVES: 10

Leg weaves	mutual spins dog and handler	back of handler
Spin circle change sides	circle handler change sides	dog back through and turn.
Back up call dog into new trick	left about turn.	
Switch sides	front to back.	
Switch direction	front of handler	

