



OBJECTIVES OF THIS NON-COMPETITIVE GAME

The dog learns to run and jump over four 8" (20cm) high hurdles back to its handler from a distance of approximately 51ft (15.3m) – commands such as "sit", "down", "stay", "wait" etc. are not required in this Dog-Game. The handler learns –

- Dogs are not natural jumpers – they only jump over an obstacle if there is something **really** worthwhile on the other side which can be got quicker by jumping over rather than running around it. Therefore, we need to give a dog a high enough reward for going over the jump so that it eventually wants to jump just for the pleasure of doing it.
- How to help the dog jump over the hurdles rather than run around them by carefully planning where they should be on the finish lane
- That they need to be even more consistent with their commands and body language in this Game than Recall – their hands, the motivator and/or their body movement can distract a dog and cause it to run round a jump.
- Not to say, "Come" when you want your dog to go over hurdles towards you; "Come" usually means "*stop what you are doing and get here as quickly as possible*", not "*jump what is in front of you*"; just call the dog's name.

The dog learns –

- That although it seems less effort to go around a jump rather than over it, jumping these hurdles is so rewarding for the dog that it eventually actively seeks out and jumps any similar hurdles it sees. Once a dog understands the principal of going over obstructions rather than run round them, many other opportunities for the dog and handler to have fun together are suddenly more achievable (eg Agility, Dog Dancing, Flyball etc).

STAGES (See the website for full details on how to train each stage)

When training a dog, always begin at Starters Level and progress from there. It is not compulsory for dogs to do all these stages – they have been provided so that each dog can train to its own ability. Dogs must not be pushed into situations that they cannot cope with (eg running too close to other dogs in Silver) and handlers and trainers must respect the dog's limitations. Some dogs and handlers work steadily through most or all of the stages of Bounce before trying a new Game, while others reach Bronze or Silver stages of this Game and then try another Game (returning to the higher stages of Bounce when the dog is more confident, experienced or older). The dog's progress is recorded on the website, and Dog-Games gives certificates and rosettes for achieving each of the different stages of this Game (with a silver-plated trophy being given at Platinum level).

*** Each test or training session should not be more than five attempts, and a rest period of at least an hour should be allowed if a dog is doing more than one test/training session in a day (see "Latent Learning" on the Understanding Your Dog section of the website)**

STARTERS (The dog learns how to do the Game)

Cert. 1 The dog learns to jump first one, then two, 8" high hurdles to get back to their handler (as in Recall but 16ft (5m) between handler and dog), eventually doing **three out of five attempts correctly** before progressing on to Starters Level Two*.

Cert. 2 Hurdles three and four are then gradually introduced so that eventually the dog is running and jumping from a distance of 51ft (15.3m) from its handler. The dog must do **three out of five** correct Bounce runs over all four jumps to pass this stage*. An orange, yellow and white rosette will be awarded by Dog-Games when the dog has achieved Bounce Starters Certificates 1 and 2.

BRONZE (Learns to do the Game consistently while running in different directions in the training lane)

A Bounce Bronze Certificate will be awarded for each successful session of **five out of five** correct Bounce runs*. The handler and trainer/helper should stand at alternate ends of the training lane for each certificate (eg. cert 1 & 3 left to right, cert 2 right to left) so that the dog becomes used to doing Bounce in different directions within the environment. An orange, yellow and bronze rosette will be awarded by Dog-Games when the dog has achieved **3 Bronze certificates**.

SILVER** (Learns to do the Game with the distraction of other dogs nearby in another lane)

A Bounce Silver Certificate will be awarded for each successful session of **five out of five** correct Bounce runs*, despite the distraction of the other dog(s) running in a netted lane nearby. An orange, yellow and silver rosette will be awarded by Dog-Games when the dog has achieved **all 3 Silver certificates**.

Cert. 1 Dog does Bounce while another dog (running in **same direction**) does Recall or Bounce in the other lane.

Cert. 2 Dog does Bounce while another dog (running in **the opposite direction**) does Recall or Bounce nearby.

Cert. 3 Dog does Bounce while one or more dogs run in **various directions** doing DOG-GAMES in the other lane.

PLATINUM (Learns to do the Game everywhere)

The dog repeats Silver Certificate 3 at **three different venues** so that the dog understands that it must do the Game not only at the training ground but at these other distracting locations as well. A Bounce Platinum Certificate will be awarded for each successful session of **five out of five** correct Bounce runs*, despite the distraction of the new venue and the other dogs running nearby. A four-tier orange and yellow rosette and a silver-plated salver trophy will be awarded by Dog-Games when the dog has achieved **all 3 Platinum certificates**.

****In Silver, plastic netting should be used between lanes in the interests of dog safety**