



## Come

Cat comes from at least 10 feet away, either from a stationary position or naturally hanging out in their environment without distractions.

## Sit

Cat sits from a standing position immediately after a hand cue from their handler. Cat must be fully seated with hind legs and buttocks touching the ground, and not hovering or almost touching.

## Mark

Cat comes to mark from at least 6 feet away on hand and/or verbal cue from handler. Cat may simply touch the mark and stay for at least 3 seconds, or they can do a trick on the mark such as "Sit", "Spin", or "Up Up" to combine for two tricks.

## Clicker Recall

From at least 10 feet away, cat comes to handler immediately at sound of clicker. Clicker should be clicked at least three times in succession to call cat but no more than six clicks.

## Spin

Cat starts from a standing position and does a 360 degree rotation in a clockwise direction with a verbal and/or hand command. Lure may not be used to lead cat through rotation. Completion of consecutive clockwise and counterclockwise rotations counts as two tricks - "Spin" and "Twist."

## Stay

While in a sitting position, cat remains sitting while owner backs away at least 6 feet, after handler gives verbal and/or hand cue to "Stay".



## Down

From a standing or sitting position, cat moves in to a down position on verbal and/or hand cue from handler and stays for at least 3 seconds. Haunches and elbows must be touching the ground for trick to count.

## Touch

With a raised object in front of them, cat reaches out and touches object on verbal and/or hand cue from handler. A lure may not be used.

## Stand

With cat in sitting position, cat rises to standing position with all four feet on the ground on verbal and/or hand cue from handler.

## Target

Cat touches their paw or nose to handler's finger on finger cue and/or verbal command. A lure may not be used.

## Buzzer

With cat in front of a buzzer or bell, cat reaches out and touches buzzer or bell with enough pressure to elicit a sound on hand and/or verbal cue from handler. Lure or treat on object may not be used.

## High Five

Handler holds hand out in front of cat and cat touches their paw to the handler's hand. Handler may hold treat above hand to reward cat afterwards, but may not use treat as a lure.



## Kennel Up

Kennel is placed at least two feet from the cat with the door open. Handle gives cue to kennel. Cat must enter kennel and wait for door to close without leaving kennel. Cat may be rewarded after entering the kennel but before closing the door. Must remain in kennel calmly for at least 10 seconds.

## Watch Me

On cue from handler, cat holds focus on handler's face for at least 5 seconds. Cat may be in motion but must keep eyes focused on handler's face only.

## Heel CBA

From a sitting position at the handler's side, cat takes at least 4 steps forward on hand or verbal cue from handler and must stay within one foot of handler. Harness and leash may not be used.

## Lap Jump

With handler in sitting position, cat jumps from floor to handler's lap on verbal and/or hand cue from handler. Handler may have towel or blanket on lap but may not use lure.

## Platform Jump

Jump between three objects (e.g., chair) at least 1 foot from each other. Hand motion for them to jump from one object to the other object. All four paws must be off the ground at one time in order for the jump to be counted.



## Dig

From a standing position, on verbal and/or hand cue from handler, cat performs digging motion on ground with front paws for at least 3 alternating repetitions with each paw (six movements).

## Rub

From a standing position, on hand or verbal cue, cat rubs up against the handler, another person or an object. Cat must make contact with person or object.

## Shy

Same as wave, except cat brings one paw close to their face. Cat may wave paw for at least two repetitions as in wave or hold paw in front of face for at least two seconds.

## Talk

On hand and/or verbal cue from handler, cat moves its mouth as if talking, with or without sound. Handler cannot touch cat's mouth with hand or object.

## Wave

In a sitting position, on verbal and/or hand cue from handler cat raises one front paw off ground and moves it in a waving motion at least twice.

## Ride

Cat steps on to rollable skateboard on hand and/or verbal cue from handler. Handler may brace skateboard to prevent it from rolling but must not place cat on skateboard. Handler pushes skateboard with cat remaining on skateboard for at least six feet.



## March

From a sitting position on either the floor or a platform, cat mimics handler raising their left and right foot as if they were marching in step. Cat must do two raises with each front paw, alternating paws (total four raises).

## Perch

With all four feet on the ground, cat sets front feet on elevated surface at least 6 inches high on verbal or hand cue from handler. Back feet remain on the ground. Lures may not be used.

## Sniff

Cat sniffs at area handler indicates on hand and/or verbal cue. Handler may scent area with food or fragrance, but may not leave a visible object on the trial area.

## Weave

Cat weaves in and out of handler's legs as handler walks forward for at least four steps in one direction. Lure may not be used and reward may only be given at completion of four steps.

## Up Up

From a sitting position, cat sits up on hind legs on verbal and/or hand cue from handler. Front legs must be up off ground, head must be looking forward, and front shoulders must be in near vertical alignment over rear hip with back almost perpendicular to ground.



## Tunnel

On hand and/or verbal cue from handler, cat goes through tunnel at least as long as the length of their body. Cat must go completely through the tunnel without pausing. Lures may not be used inside or outside the tunnel, but you send them to a mark at the other side of the tunnel.

## Go Feet

Standard is the same as "Perch", except handler must be at least 4 feet away from the cat when sent to the mark.

## Rollover

From a down position, cat completes one full rollover rotation laying on the ground.

## Arm Jump

From standing position at side of handler, cat jumps over handler's extended arm that is at least waist high on verbal and/or hand cue.

## Leg Jump

With handler in standing or seated position, cat jumps over handler's leg in one fluid motion on verbal or hand cue from handler. Cat must not step over leg and leg must be at least 4 inches or more off the ground.



## Figure 8

With handler in standing position, cat must weave in and out of the handler's legs in a figure 8 pattern for a total of three complete figure 8 repetitions. Lures may not be used and cat may not be rewarded until three figure 8's are completed.

## Heel CBM

Same as Heel Beginner, except the cat finished with sit. Title applicant may submit this trick for both Heel Beginner and Intermediate credit.

## Paw Clean

With cat in sitting position, on verbal or hand cue from handler, cat licks raised paw as if cleaning it. No food or foreign substance may be placed on the paw to entice the cat to lick their paw - the behavior must be in response to hand or verbal cue only.

## Hoop Jump

Cat jumps through an elevated hoop at least four inches off the ground on verbal and/or hand cue from handler. Hoop can be held or set up on a stand. Treats may not be thrown to get your cat to jump through hoop.



## Robot

With cat behind handler, on verbal and/or hand cue from handler, cat moves to between the handler's legs and places their front feet on the handler's feet. Handler moves forward with shuffling motion for at least 4 steps. Cat's front paws must remain on the handler's feet at all times and move forward with the handler moving their back feet only.

## Back Up

With cat facing handler, cat backs up on hand and/or verbal cue from handler at least 6 steps in a straight line.

## Orbit

Cat starts next to handler facing in the same direction and backs up in a full 360 circle around handler's legs, finishing in the same place they started, doing at least 1 full rotation.

## Grizzley

Same as "Wave", except cat should be waving with both front paws in the air at the same time while on hind legs. Cat should hold this position for at least 2 waves with each paw.

## Hitched

From a sitting position, cat reaches up with front legs and wraps them around handler's leg or another object as if giving them a "hug". Cat must be balancing on back legs only.



## Rebound

Standing in front of handler, cat jumps up and rebounds off of foot, leg, hip, or chest of handler, or a vertical object such as a wall on verbal and/or hand cue from handler. Rebound must be one fluid motion. Only one clean repetition is required.

## Parkour

Same as "Rebound", except cat must rebound off at least 3 different places on the handler's body or object in rapid succession. Cat may pause briefly on stay command from handler in between repetitions, but may not lose focus or wander off inbetween repetitions.

## Heel CB

Same as "Heel Intermediate", except handler will ask the cat to come back to the heel position with a left finish to the side of handler. Title applicant may submit this trick for both Heel Beginner, Intermediate, and Advance credit.

## Footstall

Handler lays on ground, with legs extended to the ceiling, soles of feet flat, and parallel with ground. On verbal and/or hand cue, cat jumps onto soles of handler's feet and stays for at least three seconds.

## Backstall

Handler bends over with back parallel to the ground. Cat jumps onto handler's back on hand and/or verbal cue from handler and stays at least 3 seconds.



## Handstand

Cat starts on the ground or on an elevated platform, then jumps onto handlers hands. Cat should have both front feet on one hand and both back feet on the other hand and remain there for at least 3 seconds.

## Dance With Me

Handler and cat must perform a minimum of 4 tricks together in a single sequence. There must be at least 1 trick from each level (CBA,CBM, and CB) and the reward must come after the 4th trick.

## Circus Sit

Cat starts on the ground or on an elevated platform, then jumps onto handlers hands. Handler then helps to position cat so they have all four feet on one hand. Cat should remain there for at least 3 seconds.

## Skater Kid

Cat loads on to skateboard the same as in "Skateboard Ride," but cat must move the skateboard without help from handler for at least three pushes of one rear leg.

## Agility Jump

Cat starts trick from at least two feet away from an elevated bar at least six inches off the ground. On cue from handler, cat moves towards the bar and jumps over it. All four paws must be off the ground at one time for the trick to count.



## Turn & Back

With cat facing handler, handler cues cat with hand or verbal cue to turn around, then begins walking backwards between and through the handler's legs. Cat must backup far enough through the handler's legs to be clearly standing behind the handler.

## Somersault

Cat starts in front of or slightly next to handler facing each other. Cat comes to handler and uses their leg to roll over their head and onto their side. Only 1 rotation is needed.

## Trust Jump

With the cat on an elevated surface such as a table or counter, cat jumps on verbal and/or hand cue into handler's arms. All four feet must be in the air at the same time, and handler must be at least 2 feet away from cat when jump begins. Handler must cleanly catch cat while airborn.

## Reverse Weave

Same as "Weave", except cat starts trick facing handler, then turns around on cue and weaves between handler's legs for at least weaves, with both cat and handler walking backwards.

## Footstall Walk

Same as "Footstall", but after landing on handler's feet, cat transfers all four feet to one of the handlers feet. Handler moves feet in walking motion, and cat moves all four feet to opposite foot as handler moves feet. One complete left/right repetition must be completed without cat falling off.