

## Stable Working Presa / Canine

This testing is focusing and scoring the different aspects of the dog's temperament:

Aggressive, Confident, Friendly, Shyness, Stable and natural instinct to protect handler. 2

titles (SWP I & SWP II)

\*\* Handler/Dog will be known as TEAM

## SWP I / SWC I (On leash with handler)

Commands	Points	Description	Disqualifying
FRIENDLY STRANGER	Pass or Fail	Dog can be in a down, sit or standing position. You may speak to your dog while doing this exercise. This exercise is down in a group of handlers and dog.  Each Command can be said 3x only	Aggression, Fear, Bites
1. Stranger		walks up and shakes your hand, ignores the dog	
2. Stranger		walks up and asks to pet the dog, ignores handler	
BASIC COMMANDS	Pass / Fail	You may speak to your dog while doing this exercise. This exercise is down in a group of handlers and dog.	Doesn't do the commands asked Only can miss 1 request to pass
Sit		Loose leash, no double handling, handler may only ask with verbal cues	cannot pull on leash or touch dog

Commands	Points	Description	Disqualifying
Down		Loose leash, no double handling, handler may only ask with verbal cues	cannot pull on leash or touch dog
Stay		this will be in a down, all handlers will stay next to their dog until told to walk to marked area, each handler will be told to walk to marked area keep back to dog until told to turn around and recall dog.	
Heeling		Walk a straight line until told to sit your dog. Return to heeling until told to down your dog.	Cannot pull on leash or correct dog at anytime while on the field
CROWD			
Walking		Team and crowd walk around each other for 15 seconds	
Closing in		Same crowd of people walk away and then walk right back into the team. 10 seconds	

## SWP II / SWC II (with handler and without)

COMMANDS	POINTS	DESCRIPTION	DISQUALIFYING
HUMAN	Pass / Fail	Dog will be tied up while handler is out of site	Can see Handler Handler yells Dog becomes aggressive, bites or lunges
Friendly		Walks by happy	
Angry		Walks by yelling	
AUDITORY	Pass / Fail	5 set off 80 yards away	
Firecrackers		Dog can alert, bark	
VISUAL	Pass / Fail	3 attempts	Doesn't go thru, growls, bites item
Steamer Curtain		Flying around, dog / handler must walk thru w/o dog getting scared	
Umbrella		The team will walk about this twice, first will be the handler walking between the umbrella and dog, then the team will turn around and the dog will be next to the umbrella.	
FOOTING	Pass / Fail	Team will cross over items to see the reaction of the dog 3 attempts	Jumps over, growls, barks, bites
Tarp		Team will walk under the tarp while being held by to helpers, another tarp will be laid down and the team must walk over the tarp.	

COMMANDS	POINTS	DESCRIPTION	DISQUALIFYING
Fencing		The fence is laid on the ground and the team must walk across it, to see if they will react to the feeling under paws.	
Pool of Bottles		Plastic kid pool full of plastic balls, team must walk thru them to see how the dog reacts.	
Pool of Water		Dog / handler can both go into water pool or dog only, must not fear pool w/ water, you have 3 tries to get the dog in by walking up to pool	
Tunnel		Dog must go into tunnel and come out opposite end w/o being afraid, you have 3 tries to get the dog to go in by walking dog up to tunnel	