



Box Elder County 2019 4-H Dog Program Quiz Bowl Rule Book and Study Guide



4-H DOG PROGRAM QUIZ BOWL SUPERINTENDANT:

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CONTESTANTS AND ELIGIBILITY:

Any youth participating in the Box Elder County quiz bowl contest must:

1. Be a current 4-H member registered in Box Elder County
2. Enrolled in the 4-H Dog Program or Pet Advocate Project

In the event this contest is opened to participants outside of Box Elder County, all participants must be a current 4-H member and be enrolled in the 4-H dog program or pet advocate project verified by the visiting county 4-H agent and/or club leader.

STANDARD REFERENCES and RESOURCES:

The following resources may be utilized in determining questions and quiz bowl content:

1. Ohio State University Extension: Dog Resource Handbook
2. Discover 4-H Dog Club – Utah Curriculum Only
3. Utah 4-H Dog Program Guidebook – Utah State University
4. www.AKC.org
5. www.AVMA.org – specific links will be provided in the study text
6. JAVMA, Vol. 251, No. 11, December 1, 2017
7. www.4-H.org and/or www.Utah4H.org
8. Box Elder County Agility Judge Handbook

RULE DEVELOPMENT:

The Box Elder County 4-H Quiz Bowl rules and operating guidelines are patterned after the Western National Roundup Livestock Quiz Bowl with modifications specifically to the 4-H Dog Program.

OBJECTIVES:

1. Develop teamwork, self-confidence and decision-making skills
2. Stimulate learning in a subject matter area
3. Provide a competitive setting where attitudes of friendliness and fairness prevail
4. Reward 4-H youth for knowledge gained in a subject matter area

TEAMS:

In the Box Elder County contest, teams will be drawn at random by the 4-H leader. Depending on the number of club members, teams will consist of two, three or four members each. In the event participants decide to proceed to a state level, teams will be organized by club members according to the rules of the contest.

OFFICIALS:

1. **MODERATOR:** The moderator assumes complete direction of the contest, asks all questions, designates contestants to answer questions, accepts or rejects all answers guided by the judge and/or superintendent, and may seek interpretation of questions and answers from the judges or contestant. The moderator should be knowledgeable in quiz bowl procedures, guidelines, and regulations.
2. **JUDGE:** A judge can be anyone with a strong background in the subject matter of the quiz bowl. The judge will accept or reject any question and/or answer and have the option of explaining the answer. The judge may ask for clarification from a contestant. When possible, at least two judges should be used for quiz bowls covering more than one species.
3. **TIME KEEPER:** The timekeeper will monitor elapsed time for each timed event and will indicate to the moderator when time has expired. The timekeeper or the moderator will handle the controls of game equipment, depending on the set-up of the equipment.
4. **SCORE KEEPER:** One or two scorekeepers will keep a running score on each match. One scorekeeper will maintain scores visible to the moderator and contestants, and if possible, the viewing audience. If a second scorer is available, he/she will maintain a written record of all scoring transactions. It is recommended to have two scorekeepers.

GENERAL RULES:

1. **Team Captain:** A team captain is designated and should be seated nearest the moderator, who is positioned between the two teams. The captain will remain the captain throughout the contest and will always be seated closest to the moderator. Other team members may change their seating order between matches.
2. **Viewing:** In order to facilitate learning, all contestants will be able to observe each round of questions. There will be at least two rounds so that all club members can participate in the contest. No cell phones, or electronic devices allowed in contest room. Other specific rules about public and participant viewing will be announced at orientation, just prior to the Quiz Bowl competition.
3. To preserve the fairness of this contest and the integrity of all the contestants who have dedicated their time and effort; no note taking, recording devices, cameras, mobiles, or computers will be allowed in the contest room(s). Failure to observe this rule will result in dismissal from the contest area and disqualification of the team.
4. **Contest Equipment:** Each contestant will be given the opportunity to test the proper functioning of game equipment.
5. **Timeouts:** Team captain, moderator, judges, scorers, or Quiz Bowl committee members may call for a timeout for clarification of rules, scoring, question and/or answer, or to allow for unexpected problems. Timeouts may be called only after a question has been answered and before the start of the next question. Time outs are limited to 20 seconds.

6. Protests: When a protest is raised, the moderator will call timeout. The moderator and judge(s) will consider the protest. In all cases, the decision of the moderator and judge(s) is final
 - a. Protest protocol: The coach or team member will raise their hand to be recognized by moderator or judge. Once recognized from the contest judge or moderator, the member may give appropriate contest material to validate protest. At no time should a coach or team member approach the moderator, judges table or scoring table. If this occurs, coach or team member will be immediately dismissed.
 - b. Only one member of a team or the coach of a team may make a protest of a question or an answer, and then only at the time a particular question is read or the answer given. Once the moderator has begun the next question, the protest is not valid.
 - c. If a protest is sustained, the moderator will take one of the following actions as deemed appropriate:
 - i. If a question is protested before an answer is given and the protest sustained, the moderator will discard the question. No loss or gain of points for either team
 - ii. If an answer is protested (either correct or incorrect), at least one of the judges and the moderator, or two judges, will determine the validity of the protest. Points will be added or subtracted as appropriate
 - iii. If a question is protested after an answer is given (correct or incorrect), at least one judge and the moderator, or two judges, will determine the validity of the protest question. The question may be discarded at no loss of points or the question may be allowed with the appropriate gain or loss of points as in the situation above
 - iv. If a protest is overruled by the judge or the moderator the team will lose one point
 - v. Abuse of protest provisions may result in one or more of the following: Dismissal of the team coach from the contest area; dismissal or replacement of the team member; dismissal of the entire team with forfeiture of any points or ranking
 - vi. Spectators, parents and visitors may not protest any question, answer or procedure during the course of play. They may, however, submit in writing to the contest officials any suggestions, complaints or protests at the conclusion of the contest.
7. No source of information is infallible. There may at times be answers given to questions, which are in agreement with recommended sources, which are in fact erroneous. Every effort shall be made to eliminate these questions, but in the event of such occurrences, the judges and moderator may challenge the answer to the question, and if there is unanimous agreement, may elect to accept only the correct answer or to discard the question with no loss or gain of points to either team.
8. Team coaches may bring resource materials into the contest room. In the event of a protest, a team member or the coach of the team will have two minutes to use these reference materials to clarify the protest.
9. Ties: If both teams are tied at the end of a match, the moderator will read additional toss-up questions until the tie is broken in a sudden death round. Sudden death will follow normal game play and rules for a toss-up round.
10. Aids and Materials: Teams may not use any prepared aids or other resource materials during a match. This includes pens, pencils, notepaper, scratch paper and calculators.
11. Final Score: Once the moderator has declared a winner based on the total team point accumulation, there shall be no protests.
12. In the event of an incorrect answer, the question will NOT be offered to the opposing team.

13. In the event of an incorrect answer, the moderator will NOT read the correct answer.
14. Questions will not be re-read.
15. No coaches will be allowed in the holding room at any time.

METHOD OF QUIZ BOWL COMPETITION:

1. Order of teams will be drawn at random. A bye system will be used if an odd number of teams enter. The number of teams participating and the time allowed for the contest will determine the exact procedure followed.
2. Whenever time and space permit, a double elimination procedure will be used. Typically, if eight teams or fewer are entered, a double elimination procedure will be used.
3. Each match will consist of three phases as described below. In all phases, only the first answer given is accepted and will be ruled as correct or incorrect.

4. Phase One: One-on-One Phase

- a. Phase One will consist of eight (8) questions. Each question shall be addressed to contestants in the same seat position, beginning with contestants in seat 1, followed by seat 2, 3, and 4. The contestant to buzz in first and acknowledged by the moderator earns the opportunity to answer the question.
- b. Answers must be started within 10 seconds after the question is read.
- c. Correct answers are worth 1 point. Incorrect, incomplete or failing to begin answer within 5 seconds of being acknowledged by the moderator will result in a 1 point deduction.
- d. No teammate assistance may be offered or received in this phase.

5. Phase Two: Team Phase

- a. Phase Two will consist of ten (10) questions. Each team will be asked five questions each on alternating basis.
- b. Correct answers are worth 1 point, with no deductions for incorrect answers.
- c. The team will be allowed to discuss questions prior to answering, but only the team captain can report the answer. If anyone other than the team captain answers or speaks past the ten second mark, no points will be awarded.
- d. Answers must be started within 10 seconds after the question is read.
- e. Team captain may defer to another team member, but must inform moderator which member will answer.

6. Phase Three: Toss Up / Bonus Phase

- a. Phase Three will consist of toss-up and bonus questions with a total of sixteen (16) questions.
- b. Answers must be started within 10 seconds after the question is read.
- c. Toss Up Questions:
 - i. Any team member from either team may buzz in to answer a toss-up questions.
 - ii. The individual will have 5 seconds to being their answer after being acknowledged by the moderator or will lose 1 point.
 - iii. Every fourth question will be a toss-up question with a bonus attached.

7. BONUS QUESTIONS:

- a. If a team correctly answers a toss-up question that has a bonus attached, the team will have an opportunity to answer a bonus question.
 - i. If a team fails to answer the toss-up question, the BONUS question WILL NOT carry forward to the next question.
- b. The team may discuss bonus questions prior to answering, but only the team captain can report the answer. If anyone other than the team captain answers or speaks past the ten second mark, no points will be awarded.
- c. Answers must be started within 10 seconds after the question is read (starting an answer after the 10-second buzzer goes off is not acceptable)
- d. When a team fails to answer the question in the allotted time or answer the question incorrectly, the question will NOT be offered to the opposing team.
- e. Team captain may defer to another team member, but must inform moderator which member will answer.

8. PHASE THREE SCORING:

- a. Toss up questions are worth 1 point each, with a 1 point deduction for incorrect or incomplete answers.
- b. Bonus questions are worth 3 points each, with no deduction for an incorrect answer.

TEAM PARTICIPATION BONUS POINTS:

1. In order to encourage full team participation, bonus points will be awarded in Phases 1 and 3 to the teams that have each team member correctly respond to a question other than bonus questions. This bonus shall be worth 2 points to either team that qualifies. Team Participation Bonus Points will not be awarded in Phase II or Sudden Death Round Tie Breaker. After having earned this team bonus once within a phase, both teams are eligible to earn additional bonus points by repeating the process specified for team bonus awards.
 - a. In order to obtain these bonus points, each member of the team SEATED AT THE TIME must have correctly answered a question. If a team member, already having answered a question correctly, is replaced by an alternate, and that team has not yet earned the bonus points, it will be necessary for the alternate to also answer a question correctly before the bonus points may be awarded.
 - b. No team will be credited toward a team bonus with a member's second correct response until the first team bonus has been 9 awarded. Each time Team Bonus points are awarded the team may again begin accumulating credits for Team Bonus points.

PRE-MATURE BUZZING:

1. Pre-mature buzzing: When the buzzer is pushed before the question is completely read, the moderator will stop reading and that person must answer the question after being acknowledged. If the answer is incorrect or incomplete, 1 point will be deducted from the team score. The judge(s) will not ask for clarification of answers in these instances. Answers must be complete and correct. In the event that a multiple choice question must be answered before all the possible answers have been read, the contestant's answer must match the moderator's correct answer exactly, either by letter choice, or by the corresponding wording of the correct letter.

2. Both teams buzz at the same time: If the equipment allows a member of each team to buzz in at the same time or locks out all team members because they hit the button at the same time, and the moderator cannot determine which team member buzzed first, the question will be discarded and a new one will be selected by the judges.
3. The score of both teams will be announced at the conclusion of each phase.
4. The judge(s) may ask for clarification of answers.

SCORING:

	PHASE 1	
<input type="checkbox"/>	+1 POINT	Correct
<input type="checkbox"/>	-1 POINT	Incorrect, incomplete, or failing to respond within the allotted time
<input type="checkbox"/>	+2 POINTS	Team Participation Bonus
	PHASE 2	
<input type="checkbox"/>	+1 POINT	Correct
<input type="checkbox"/>	-1 POINT	Incorrect, incomplete, or failing to respond within the allotted time
	PHASE 3	
<input type="checkbox"/>	TOSS UP	
<input type="checkbox"/>	+1 POINT	Correct
<input type="checkbox"/>	-1 POINTS	Incorrect, incomplete, or failing to respond within the allotted time
<input type="checkbox"/>	BONUS	
<input type="checkbox"/>	+3 POINT	Correct
<input type="checkbox"/>	No Deduction	Incorrect, incomplete, or failing to respond within the allotted time
	+2 POINT	Team Participation Bonus
		SUDDEN DEATH ROUND: ONLY IN CASE OF TIE FOLLOWING MATCH CONCLUSION
<input type="checkbox"/>	+1 POINT	Correct
<input type="checkbox"/>	-1 POINT	Incorrect, incomplete, or failing to respond within the allotted time

	MISCELLANEOUS	
<input type="checkbox"/>	-1 POINT	Failing to answer after signaling
<input type="checkbox"/>	-1 POINT	Answering a question before being acknowledged by the moderator
	PROTESTING	
<input type="checkbox"/>	-1 POINT	Not upheld
<input type="checkbox"/>	No deduction	Upheld
<input type="checkbox"/>	Dismissal of team/loss of all points	Abused

High individual scores are based off of an average score of points and total rounds competed in. Tiebreakers for high individuals are broken by reviewing the highest total points in a round.

STUDY GUIDE:

The following study guide will be broken down into sections according to subject. If it is in the study guide, it will most likely be in the quiz bowl as a question. If it is capitalized or bolded, it is an important item to remember!

- SECTION 1: What is 4-H anyway?
- SECTION 2: Handwashing recommendations to reduce disease transmission
- SECTION 3: Utah 4-H Dog Program Guide
- SECTION 4: Characteristics of Dogs
- SECTION 5: Communication and Behavior
- SECTION 6: Grooming
- SECTION 7: Sportsmanship
- SECTION 8: Beginning Training Techniques
- SECTION 9: Anatomy and Physiology
- SECTION 10: Health
- SECTION 11: Nutrition
- SECTION 12: Physical Exercise
- SECTION 13: AKC Dog Breed Groups

AKC DOG BREED GROUP TIPS: (For quiz bowl questions only!)

It would be helpful to know two to three dogs from each group of the AKC dog breeds. Specifically know which breed groups the following dogs belong in:

GERMAN SHEPHERD

GREAT DANE

BULLDOG

BLOODHOUND

GOLDEN RETRIEVER

MINIATURE SCHNAUZER



Box Elder County 2019 4-H Dog Program Quiz Bowl Rule Book and Study Guide



SECTION 1: WHAT IS 4-H ANYWAY?

4-H is one of the largest youth development organizations in the United States. 4-H is found in almost every country across the nation and enjoys a partnership between the U.S. Department of Agriculture (USDA), the state land-grant universities (e.g. Utah State University) and local county governments

THE 4-H MOTTO:

To Make the Best Better

THE 4-H SLOGAN:

Learn By Doing

THE 4-H PLEDGE:

I pledge my **HEAD** to clearer thinking, my **HEART** to greater loyalty, my **HANDS** to larger service, My **HEALTH** to better living, for my club, my community my county, and my world

THE OFFICIAL 4-H EMBLEM:

A green four-leaf clover with a white H on each leaf

THE 4-H COLORS:

GREEN: Nature's most common color and represents youth, life and growth

WHITE: Symbolizes purity and high ideals

UTAH 4-H:

Utah State University is located in Logan, Utah and is where the State 4-H Extension office is located

HISTORY OF 4-H:

A.B. Graham started the first rural youth program in 1902 in Clark County, Ohio. The name of the first youth program was the Tomato Club or the Corn Growing Club

THE DEFINITION OF 4-H?

4-H is one of the largest youth development organizations in the United States

ELEMENTS OF A TYPICAL 4-H MEETING:

- a. Call to Order
- b. Pledge of Allegiance
- c. 4-H Pledge
- d. 4-H Song
- e. Roll Call
- f. Minutes of the last Meeting
- g. Business and Announcements
- h. Club Activity
- i. Refreshments
- j. Clean Up

SECTION 2: HANDWASHING RECOMMENDATIONS TO REDUCE DISEASE TRANSMISSION

Handwashing is the most important prevention step for reducing disease transmission associated with animals in public settings. Washing hands with soap and water is the best way to reduce the number of germs on them.

The **THREE** steps of the correct use of hand sanitizer:

- a. Apply the product to the palm of one hand
- b. Rub your hands together
- c. Rub the product over all surfaces of your hands and fingers until your hands are dry

SECTION 3: UTAH 4-H DOG PROGRAM GUIDE

- In order to participate on a regional or state level in a 4-H dog show, you must be ranked a **Level 2**
- This ranking must be done **EACH YEAR** and with each dog project
- The **UTAH 4-H PORTFOLIO** is a comprehensive book recording and preserving the 4-H experiences of the exhibitor

THE REQUIRED ITEMS THAT YOU MUST HAVE WHEN TRAVELING TO THE UTAH STATE 4-H DOG SHOW:

- a. Vaccination records and health certificates
- b. Collar
- c. Leash
- d. Kennel, Liner and Cover
- e. Dog Food
- f. Food and Water Dishes
- g. Pet Waste Bags

OBEDIENCE:

- In obedience class, the dog will always heel on the **LEFT** side. When heeling the dog, you will lead off with the **LEFT** foot.
- Obedience uses cones to perform a Figure 8 maneuver

SHOWMANSHIP:

Showmanship uses an L, Down and Back and Triangle pattern

RALLY:

Rally uses obedience cards and is a timed event

AGILITY:

Agility uses obstacles and is a timed event. It is also a **NON-QUALIFYING** division

QUALIFYING DIVISIONS AT THE REGIONAL OR STATE 4-H DOG SHOW:

- a. Written test
- b. Showmanship
- c. Obedience
- d. Rally

SECTION 4: CHARACTERISTICS OF DOGS

Here is common dog terminology that you should know.

- The term **DOG** is used to designate either a male or a female dog
- A **PUPPY** is a young dog, usually under 12 months old
- A **DAM** is the female parent (mother) of the dog
- **SIRE** is the male parent (father) of the dog

The **GENUS** scientific classification of a **DOG** is **CANIS**

BREED SELECTION:

- A **PUREBRED** dog is one whose sire and dam belong to the same breed, and who are themselves of unmixed descent since the recognition of that breed
- A **CROSSBRED** dog is one whose parents represent two different breeds
- A **MIXED BREED** dog is a mixture of two or more breeds, typically of unknown descent

SECTION 5: COMMUNICATION AND BEHAVIOR

- **SOCIALIZATION** involves the dog's ability to positively interact with people, animals, and surroundings. Socialization includes physical, emotional and mental stimulation
- The pack is the dog's family. Pack members have roles that are identified as dominant or submissive. The dog who most often initiates pack activity is the pack leader or **ALPHA DOG**
- Dogs have a complex system for communicating. They communicate through vocalizations, visual communications (body postures), smells and scents, and direct contact

BODY LANGUAGE:

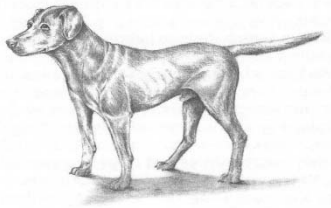
- Your dog learns to interpret your **FACIAL EXPRESSION** and **BODY MOVEMENTS**. Your **TONE OF VOICE** is also an important form of communication. In order to send clear messages to your dog, your body language and tone of voice need to match
- A dog communicates visually using facial expressions and by positioning, his body, ears and tail

BELOW ARE VARIOUS BODY POSTURES OF DOGS:

RELAXED POSTURE: Displays a natural posture, also called a baseline posture



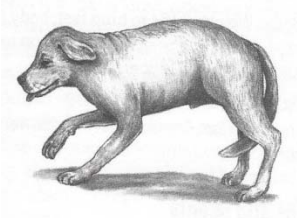
ALERT POSTURE: Aroused by something interesting in his environment



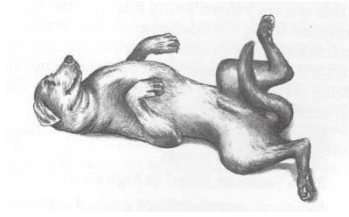
PLAY BOW: Invites others to play



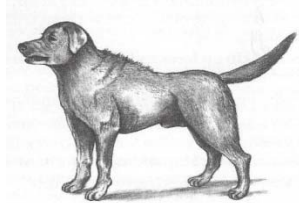
ACTIVE SUBMISSION: Offering signs of submission to a dominant dog or person to avoid any additional threats or confrontations



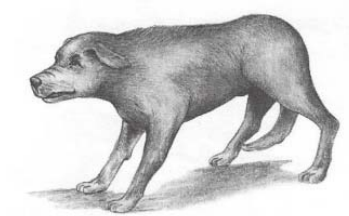
PASSIVE SUBMISSION: Afraid of confrontation. Signaling to the dominant individual absolute surrender assuring that he is of no threat



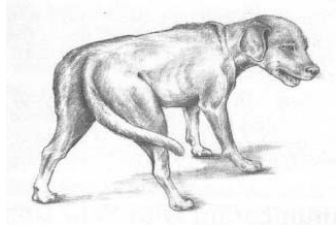
OFFENSIVE THREAT: Communicating confidence and dominance if confronted. Threatening posture



DEFENSIVE THREAT: Showing signs of fear or submission and aggression. Dogs displaying this behavior are afraid and may attack if pushed



STRESS: Body's reaction to changes in the environment. Stress can be the effect of physical, physiological, or emotional factors that cause a change in the animal's homeostasis or adaptive state



BEHAVIORAL RESPONSES:

Dogs have a complex system for communicating. They communicate through vocalizations, visual communications (body postures), smells, scents and direct contact.

BEHAVIORAL RESPONSES TO STRESS INCLUDE:

- Inappropriate Chewing
- Self Mutilation
- Excessive Activity
- Aggression

- Unexplained House Soiling
- Fearfulness
- Barking
- Whining
- Excessive Vocalization

STRESS:

Each animal reacts differently to changes in his environment, just as each person reacts differently to the stressed in his or her life. Some people deal better with stress than others, as do some animals. It is essential for you to know your dog well enough to be aware of his stress signals and to avoid unhealthy levels of stress.

COMMON SIGNS OF STRESS IN A DOG:

- Whining
- Excessive vocalization
- Hackles raised along the back
- Dilated pupils
- Turning head away or avoiding eye contact
- Shaking
- Excessive shedding
- Excessive dandruff
- Sweaty paws
- Refusal to eat
- Diarrhea
- Vomiting
- Hiding
- Distracted or restless
- Inappropriate urination or defecation

CANINE GOOD CITIZEN TEST ITEMS:

1. Accepting a friendly stranger
2. Sitting politely for petting
3. Appearance and Grooming
4. Out for a walk (Walking on a Loose Leash)
5. Walking through a crowd
6. Sit and down on command/staying in place
7. Coming when called
8. Reaction to another dog
9. Reaction to distractions
10. Supervised Separation

CALMING SIGNALS:

- Animals may attempt to calm themselves and each other (as well as their human partners) in stressful situations. Stress reduction behaviors are called calming signals
- The psychological term is **DISPLACEMENT BEHAVIORS**. Dogs use calming signals to maintain a healthy social hierarchy, to decrease a threat, or to encourage an approach

COMMON CALMING SIGNALS:

- Either turning the head to the side, then turning it right back or holding it to the side for some time
- Turning away; turning the side or back to someone
- Licking the nose or lips in a movement that may be very quick
- Freezing in place by stopping, standing, lying, or sitting still
- Yawning
- Exaggerated slow movements such as walking slowly; movements may become so slow they are hardly noticed
- Splitting up dogs or people; when a dog physically moves between dogs or people. The dog goes between to split up and avoid any conflict if he perceives the closeness being tense
- Sitting down; either just sitting down or turning his back to you while sitting down
- Lying down; lying down with belly to the ground, not with belly up in a submissive posture
- Play position; standing still in the play bow not moving
- Sniffing; this can be a quick movement to the ground or floor and back up, or the dog may keep his nose to the ground until the problem goes away
- Wagging tail; this is not a sign of your dog being happy. For example, if you have lost your temper, he may wag his tail to try to make you calm down and be nice again

SECTION 6: GROOMING

STYPTIC POWDER: This powder can be applied with a cotton swab to quickly stop bleeding caused by accidentally cutting into the quick.

SECTION 7: SPORTSMANSHIP

Whether at a dog show or another activity, it is important to develop good sportsmanship.

Sportsmanship is conduct becoming to an individual involving fair and honest competition, courteous relations and graceful acceptance of results.

GOOD SPORTSMANSHIP MAY INCLUDE:

- Conduct – High standards with personal behavior
- Fairness
- Honesty
- Competition – Accepting the nature of competition

- Courtesy
- Graceful Acceptance of Results

KEY PEOPLE AT A SHOW:

REGISTRAR: Registration is where you would register your attendance, pay any fees, choose your classes, pick up your armband, find out your ring location and have your dog's overall health checked.

RING STEWARD: Ring Stewards are people in each ring who assist the judge. They handle score sheets, assist in required skill exercises and generally do anything that needs to be done.

JUDGE: Judge's treat each exhibitor the same while evaluating the skills in performing the exercises required to complete the class.

SHOW SUPERINTENDENT: At shows, this is the person in charge. They make the final decision and organize the events of the day.

SECTION 8: BEGINNING TRAINING TECHNIQUES

- How you train your dog is extremely important. It determines the kind of relationship you have with your dog

The following principle is based on positive reinforcement:

POSITIVE REINFORCEMENT:

- The dog's behavior makes something good or desirable happen. Positive trainers use positive reinforcement a lot. An example of positive reinforcement is using praise and reward for a desired behavior
- If a dog is not correct DURING or IMMEDIATELY after the behavior occurs (within one or two seconds), the correction is NOT effective

SECTION 9: ANATOMY AND PHYSIOLOGY

- **ANATOMY** is the branch of biology that studies the **STRUCTURE AND FORM** of living things
- **PHYSIOLOGY** is the branch of biology that studies how **LIVING ORGANISMS AND THEIR VARIOUS BODY PARTS FUNCTION**

TEETH:

- Dentition refers to the makeup of a set of teeth, including their type, number and arrangement
- Adult dogs have **42** teeth
- There are five different types of teeth in a dog's mouth:
 1. Incisors
 2. Canines
 3. Premolars
 4. Carnassial Molar

5. Molars

BODY SYSTEMS:

1. **INTEGUMENTARY SYSTEM:** Skin and Hair
2. **MUSCULAR SYSTEM:** Muscular anatomy refers to three types of muscle fibers – smooth muscles, cardiac muscle and skeletal muscle
3. **CARDIOVASCULAR/CIRCULATORY SYSTEM:** Heart and blood vessels; spleen, lymph nodes and bone marrow
 - a. Dog's cool themselves by panting, and do not sweat through the skin like humans. Dogs sweat some through their footpads
 - b. The normal resting heart rate – beats per minute (bpm) – for most **ADULT DOGS** is 60-160 bpm
 - c. The normal resting heart rate – beats per minute (bpm) – for most **PUPPIES** is up to 180 bpm
4. **RESPIRATORY SYSTEM:** Upper respiratory system includes the nasal passage, throat, larynx, and trachea. The lower respiratory system tract is made up of the bronchi, air passages leading from the trachea to the lungs, and the lungs
 - a. The normal respiratory rate for an adult dog at rest is 30 breaths per minute
5. **NERVOUS SYSTEM:** Regulates most activities of the dog's body, conveys sensations, and coordinates movements. The two major divisions are the (1) Central Nervous System (CNS) brain and spinal cord and (2) the Peripheral Nervous System (PNS) nerves outside the brain and spinal cord
6. **DIGESTIVE SYSTEM:** The means by which food that has been eaten is reduced into nutrients a dog's body can absorb and use or into waste that a dog can excrete.
7. **ENDOCRINE SYSTEM:** Gland and other tissues that manufacture hormones such as thyroid, insulin, testosterone, and estrogen.
8. **URINARY SYSTEM:** Kidneys, ureters, bladder and urethra
9. **REPRODUCTIVE SYSTEM:** Female – Ovaries, uterus, vagina, vulva and mammary glands; Male – Testicles, epididymis and spermatic cord, scrotum. Prostate gland, penis and prepuce

SENSES:

1. **TOUCH:**
 - a. In newborn puppies, touch is the best developed sense and is the **FIRST SENSE** that a dog develops
 - b. What do whiskers do? An example of a **TOUCH RECEPTOR** on a dog is **WHISKERS**. Whiskers are special touch sensitive hairs arranged in tufts, located along each side of the muzzle, under the jaw, and above the eyes of a dog
2. **TASTE:**
 - a. Dogs have taste buds located on the front and sides of their lips, tongue and mouth
3. **SMELL:**
 - a. Dogs have over 220 million scent receptors in their noses
4. **HEARING:**
 - a. Dogs have the ability to hear sounds four times farther away than humans can. Dogs hear higher pitches than humans do. Dogs can hear sounds with wavelengths of 40,000 cycles per second (cps)
5. **SIGHT:**
 - a. Dog and human eyes function pretty much in the same way; light passes through the cornea to the pupil, which changes size depending on how bright the light is. Light

travels through the pupil to the lens, which focuses the light rays on the retina. The surface of the retina is covered with two types of light sensitive cells, called **RODS** and **CONES**.

- b. The range of vision in dogs depends on the **SHAPE OF THEIR SKULL/HEADS**

SECTION 10: HEALTH:

Your dog's wellness program should include the following:

- Regular Vaccinations
- Parasite Prevention and Control
- Selected screening for common diseases and conditions
- Behavioral Evaluations
- Preventive Medical, Dental Nutritional, and Behavioral Care
- Environmental Enrichment
- Assessment of Genetic Health when Appropriate

Indication of a healthy dog:

- Shiny hair coat free of bald areas
- Active and alert, aware of and interested in his surroundings
- Has a good appetite and eats food without trouble
- Drinks water regularly, but not large amounts nor too often
- Does not have bad breath
- Has pink gums and tongue
- Has clean eyes without any ocular discharge. They are not red or inflamed
- Does not continually scratch his ears or shake his head
- Has clean ears, and no foul odor coming from the ear canal
- Has a moist nose, with no nasal discharge
- Does not limp or continually hold a foot up
- Has a solid stool and defecates once or twice per day
- Does not strain when urinating. The urine is free of blood
- Has normal breathing
- Does not continually cough or sneeze
- Has a clean genital area, with the anus not matted or dirty
- Has a normal body temperature of 100.5°F to 102.5°F

THE FOLLOWING LIST IS FOOD THAT YOUR DOG SHOULD NOT EAT:

- a. Chocolate
- b. Raw Eggs
- c. Raw Onions
- d. Uncooked Starches
 - a. Potatoes

- b. Oatmeal
- c. Other Cereals
- e. Grapes
- f. Raisins
- g. Sugar-Free Products

THE FOLLOWING ARE COMMON INTERNAL PARASITE FOUND IN DOGS:

- a. Roundworms
- b. Hookworms
- c. Whipworms
- d. Tapeworms
- e. Heartworms
- f. Giardia

PREVENTATIVE MEASURES THAT HELPS TO CONTROL EXTERNAL PARASITES:

- a. Clean living quarters
- b. Clean bedding
- c. Clean equipment

GENERAL DISEASE INFORMATION:

- Internal parasite of the heart - **HEARTWORM**
- Lyme disease is transmitted by a **TICK**
- Rabies is considered a **VIRAL** infection and is released through the **SALIVARY GLAND**
- Bordatella is also known as **KENNEL COUGH**
- Canine Influenza was originally from **EQUINES/HORSE**

THE FOLLOWING ARE TYPICAL CORE VACCINES:

- a. Distemper
- b. Canine Adenovirus-2
- c. Canine Parvovirus-2
- d. Rabies

SECTION 11: NUTRITION

A nutrient is a substance that nourishes the metabolic processes of the body. Nutrients for dogs are grouped into six categories:

- a. **Water** – Is often referred to as the most important nutrient
- b. **Carbohydrates** – Provides the dog with energy
- c. **Fats**
- d. **Proteins** – Is the most expensive major ingredient in dog food
- e. **Vitamins**
- f. **Minerals**

ESSENTIAL AMINO ACIDS:

- a. Arginine
- b. Histidine
- c. Isoleucine
- d. Leucine
- e. Lysine
- f. Methionine
- g. Threonine
- h. Phenylalanine
- i. Tryptophan
- j. Valine

MOISTURE CONTENT OF DOG FOOD:

- a. Dry dog foods typically contain 10% to 12% moisture
- b. Semi-Moist dog foods typically contain 25% to 35% moisture
- c. Canned dog foods contain about 70% to 75% moisture

MINERAL CATEGORIES:

- a. Macro-minerals
- b. Micro-minerals

MINERALS:

- a. **MACRO** Minerals
 - i. Calcium (Ca)
 - ii. Phosphorus (P)
 - iii. Sodium (Na)
 - iv. Potassium (K)
 - v. Magnesium (Mg)
 - vi. Chloride (Cl)
- b. **MICRO** Minerals
 - i. Iron (Fe)
 - ii. Zinc (Zn)
 - iii. Copper (Cu)
 - iv. Manganese (Mn)
 - v. Selenium (Se)
 - vi. Iodine (I)

SECTION 12: PHYSICAL EXERCISE**BENEFITS OF PHYSICAL EXERCISE:**

- a. Improves muscle tone
- b. Improves flexibility
- c. Improves cardiovascular fitness
- d. Improves digestion

- e. Strengthens the immune system
- f. Increases the production of endorphins

BENEFITS OF THE RELEASE OF ENDORPHINS:

- a. Reduce stress
- b. Enhance mood
- c. Helps the dog to relax

SECTION 13: CAREERS

CAREERS IN THE DOG INDUSTRY:

- a. Animal Assisted Activities/Therapy
- b. Animal Behaviorist
- c. Animal Control or Human Officer
- d. Animal Shelter Staff or Director
- e. Dog Breed or Kennel Club Representative
- f. Dog Magazine Editor or Writer
- g. Dog Sitter
- h. Dog Walker
- i. Dog Groomer
- j. Humane Investigator
- k. Humane Society Staff or Director
- l. Illustrator
- m. Kennel Management
- n. Lawyer
- o. Lobbyist
- p. Musician
- q. Pet Butler or Taxi
- r. Pet Equipment, Accessories, and Supply Industry
- s. Pet Food Sales
- t. Food Research and Development
- u. Nutritionist
- v. Pet Hotels or Boarding Facilities
- w. Pet Cemeteries
- x. Pharmaceutical Sales
- y. Photographer
- z. Police or Military K9 Unit
- aa. Professional Dog Handler
- bb. Professional Judge
- cc. Search and Rescue Unit
- dd. Social Services
- ee. Teacher or Professor

- ff. Trainer
- gg. Veterinarian
- hh. Veterinarian Assistant or Veterinary Technician
- ii. Veterinary Science and Research
- jj. Video Producer
- kk. Writer

SECTION 13: DOG BREEDS

The American Kennel Club, also known as **AKC**, is the largest of the dog recording organizations in the United States. There are eight breeds currently recognized by the American Kennel Club:

1. Sporting Group
2. Hound Group
3. Working Group
4. Terrier Group
5. Toy Group
6. Non-Sporting Group
7. Herding Group
8. Miscellaneous Group

AKC BREED GROUPS:

SPORTING BREED GROUP (30 Breeds):

American Water Spaniel	Gordon Setter
Boykin Spaniel	Irish Red and White Setter
Brittany	Irish Setter
Chesapeake Bay Retriever	Irish Water Spaniel
Clumber Spaniel	Labrador Retriever
Cocker Spaniel	Lagotto Romagnolo
Curly Coated Retriever	Nova Scotia Duck Tolling Retriever
English Cocker Spaniel	Pointer
English Setter	Spinone Italiano
English Springer Spaniel	Sussex Spaniel
Field Spaniel	Vizsla
Flat-Coated Retriever	Weimaraner
German Shorthaired Pointer	Welsh Springer Spaniel
German Wirehaired Pointer	Wirehaired Pointing Griffon
Golden Retriever	Wirehaired Vizsla

HOUND BREEDING GROUP (30 Breeds):

Afghan Hound	Ibizan Hound
American English Coonhound	Irish Wolfhound
American Foxhound	Norwegian Elkhound
Basenji	Otterhound
Basset Hound	Petit Basset Griffon Vendeen
Beagle	Pharaoh Hound
Black and Tan Coonhound	Plott
Bloodhound	Portuguese Podengo Pequeno
Bluetick Coonhound	Redbone Coonhound
Borzoi	Rhodesian Ridgeback
Cirneco Dell'Etna	Saluki
Dachshund	Scottish Deerhound
English Foxhound	Sloughi
Greyhound	Treeing Walker Coonhound
Harrier	Whippet

WORKING BREED GROUP (30 Breeds):

Akita	Great Pyrenees
Alaskan Malamute	Greater Swiss Mountain Dog
Anatolian Shepherd Dog	Komondor
Bernese Mountain Dog	Kuvasz
Black Russian Terrier	Leonberger
Boerboel	Mastiff
Boxer	Neapolitan Mastiff
Bull Mastiff	Newfoundland
Cane Corso	Portuguese Water Dog
Chinook	Rottweiler
Doberman Pinscher	Samoyed
Dogue de Bordeaux	Siberian Husky
German Pinscher	Standard Schnauzer
Giant Schnauzer	Tibetan Mastiff
Great Dane	St. Bernard

TERRIER BREED GROUP (30 Breeds):

Airedale Terrier	Miniature Bull Terrier
American Hairless Terrier	Miniature Schnauzer
American Staffordshire Terrier	Norfolk Terrier
Australian Terrier	Norwich Terrier
Bedlington Terrier	Parson Russell Terrier
Border Terrier	Rat Terrier
Bull Terrier	Russell Terrier
Cairn Terrier	Scottish Terrier
Cesky Terrier	Sealyham Terrier
Dandie Dinmont Terrier	Skye Terrier
Glen of Imaal Terrier	Smooth Fox Terrier
Irish Terrier	Staffordshire Bull Terrier
Kerry Blue Terrier	Welsh Terrier
Lakeland Terrier	West Highland White Terrier
Manchester Terrier	Wire Fox Terrier

TOY BREED GROUP (21 Breeds):

Affenpinscher	Miniature Pinscher
Brussels Griffon	Papillon
Cavalier King Charles Spaniel	Pekingese
Chihuahua	Pomeranian
Chinese Crested	Poodle (Toy)
English Toy Spaniel	Pug
Havanese	Shih Tzu
Italian Greyhound	Silky Terrier
Japanese Chin	Toy Fox Terrier
Maltese	Yorkshire Terrier
Manchester Terrier	

NON SPORTING BREED GROUP (20 Breeds):

American Eskimo Dog	Keeshond
Bichon Frise	Lhasa Apso
Boston Terrier	Lowchen
Bulldog	Norwegian Lundhund
Chinese Shar-Pei	Poodle
Chow Chow	Schipperke
Coton De Tulear	Shiba Inu
Dalmatian	Tibetan Spaniel
Finish Spitz	Tibetan Terrier
French Bulldog	Xoloitzuintli

HERDING BREED GROUP (30 Breeds):

Australian Cattle Dog	Entlebucher Mountain Dog
Australian Shepherd	Finnish Lapphund
Bearded Collie	German Shepherd Dog
Beauceron	Icelandic Sheepdog
Belgian Malinois	Miniature American Shepherd
Belgian Sheepdog	Norwegian Buhund
Belgian Tervuren	Old English Sheepdog
Bergamasco	Pembroke Welsh Corgi
Berger Picard	Polish Lowland Sheepdog
Border Collie	Puli
Bouvier des Flandres	Pumi
Briard	Pyrenean Shepherd
Canaan Dog	Shetland Sheepdog
Cardigan Welsh Corgi	Spanish Water Dog
Collie	Swedish Vallhund

MISCELLANEOUS BREED GROUP (8 Breeds):

Azawakh
Barbet
Belgian Laekenois
Dogo Argentino
Dutch Shepherd
Lancashire Heeler
Mudi
Norrbottenspets
Peruvian Inca Orchid
Portuguese Podengo
Russian Toy