

CANINE IQ TEST

This in-depth test was devised by Stanley Coren, in his book titled "The Intelligence of Dogs," written in 1994. Dr. Coren is a professor of psychology at the University of British Columbia and a best-selling author. Dr. Coren believes that dogs have three major types of intelligence, instinctive, adaptive, and working or obedience intelligence.

Instinctive intelligence is described as the group of behaviors and skills that a dog is born with, such as the ability, as a puppy, to determine where to get its next meal. Adaptive intelligence is known as the accumulation of knowledge and skills a dog has acquired over its lifetime. Working or obedience intelligence relates to the dog's ability to learn and remember.

The canine IQ (or CIQ) test measures eight separate components of intelligence: observational learning, problem solving, attention and environmental learning, social learning, short-term memory, long-term memory, language comprehension and the learning process itself. The CIQ is composed of twelve short tests, three of which you will be completing at home. In order for this test to be valid, the dog must be at least one year old, must have been living with the same family for at least three months and must have lived in the same house for at least ten weeks. There are several items needed for the CIQ test; they will be listed at the beginning of each test. Also, a stopwatch is necessary for many of the tests. Now, let's get going!

TEST 1 – Problem solving. Objects needed: A clean yogurt cup or soup can, and dog treat.

Show your dog the treat and let him sniff it. Put the treat on the floor and put the can over it. Make sure your dog has seen you put the can over the treat. Start your stopwatch and encourage your dog to get the treat.

Scoring:

- 5 – Dog gets to the treat in 5 seconds or less.
- 4 – Dog gets to the treat in 5 to 15 seconds.
- 3 – Dog gets to the treat in 15 to 30 seconds.
- 2 – Dog gets to the treat in 30 to 60 seconds.
- 1 – Dog makes an attempt to get the treat but fails after 1 min.

o – Dog makes no effort to get the treat.

TEST 2 – Problem solving. Objects needed: A large bath towel or small blanket.

First, make sure that your dog is relatively active before administering the test. Let your dog smell the towel and then in one smooth movement, throw the towel over your dog's head and shoulders. Start the stopwatch and watch silently.

Scoring:

- 5 – Dog frees himself in 15 seconds or less.
- 4 – Dog frees himself in 15 sec. to 30 sec.
- 3 – Dog frees himself in 30 sec. to 60 sec.
- 2 – Dog frees himself in 1 to 2 minutes.
- 1 – Dog has not removed the towel within 2 min.

TEST 3 – Short-term memory. Objects needed: One dog treat and a leash.

Bring your dog into an average size, uncluttered room and have him sit and stay in a central location. Clip on his leash and then show your dog the treat and make sure that he watches you as you place it in a corner. Lead your dog out of the room, count to ten and bring him back to his original location to release him.

Scoring:

- 5 – Dog goes directly to the treat.
- 4 – Dog systematically sniffs around the edges of the room and then finds the treat.
- 3 – Dog searches at random around the room and finds the treat within 45 seconds.
- 2 – Dog tries to find the treat but fails after 45 seconds.
- 1 – Dog makes no effort to find the treat.

Note; Test 4 must be performed immediately after test 3.

TEST 4 – Long-term memory. Objects needed: One dog treat and a leash.

Bring your dog into the same room that you used in test 3. Clip on the leash and ask your dog to sit and stay. Show your dog the treat and then place it in a corner (not the same corner as in test 3). Take your dog out of the room and quietly stay with him for 5 minutes. Return your dog to the room and unclip him. Start the stopwatch.

Scoring:

- 5 – Dog goes directly to the treat.
- 4 – Dog goes to the corner that the first treat was placed but then quickly goes to the correct corner.
- 3 – Dog systematically sniffs around the edges of the room and then finds the treat.
- 2 – Dog searches at random around the room and finds the treat within 45 sec.
- 1 – Dog tries to find the treat but fails after 45 sec.
- 0 – Dog makes no effort to find the treat.

TEST 5 – Problem solving. Objects needed: Hand towel and a special dog treat.

Show your dog the special treat and make sure that he looks at it for at least 5 seconds. As your dog watches, place the treat on the floor and cover it with the hand towel. Start the stopwatch and encourage your dog to get the treat.

Scoring:

- 5 – Dog gets the treat within 15 sec.
- 4 – Dog gets the treat in 15 sec. to 30 sec.
- 3 – Dog gets the treat in 30 sec. to 60 sec.
- 2 – Dog gets the treat in 1 min. to 2 min.
- 1 – Dog tries to retrieve the treat but gives up.
- 0 – Dog makes no effort to retrieve the treat.

TEST 6 – Problem solving and manipulation ability. Objects needed: Materials to construct a low table and a dog treat.

You will need to construct a low table, approximately 3-4 inches high (for medium size dogs). This table can be easily constructed out of books or bricks and a wide board. The idea is to make a table-like structure too near the ground for your dog's head to fit but large enough for him to reach

under with his paws. Bring your dog to within 3 feet of the table and ask him to down and stay. Now show him the treat (you may even let him smell it) and place it under the table. Start the stopwatch and encourage your dog to get the treat.

Scoring:

- 5 – Dog uses his paws and retrieves the treat within 60 sec. or less.
- 4 – Dog uses his paws and retrieves the treat within 1 min. to 3 min.
- 3 – Dog uses his muzzle only and fails to get the treat or dog uses his paws but fails to retrieve the treat within 3 min.
- 2 – Dog does not use his paws but simply sniffs and attempts (but fails) to retrieve the treat with his muzzle.
- 1 – Dog makes no effort to retrieve the treat within 3 min.

TEST 7 – Language comprehension. Objects needed: None.

Your dog should be settled comfortably at least 8 feet from you. In the tone of voice that you use to call your dog, call “refrigerator.” If your dog comes to this command, score 3. If your dog does not come, call “movies” in the same tone. If your dog comes, score 2. If the dog still has not responded, call his name. If your dog comes or shows any tendency to come to you, score 5. If not, call your dog’s name a second time. If he comes, score 4. If not, score 1.

TEST 8 – Problem solving. Objects needed: One piece of cardboard 4 ft. by 4 ft. and two 3 ft. by 1 ft. pieces, tape and a special dog treat.

Cut a vertical strip out of the center of the 4 ft. by 4 ft. piece of cardboard, 3 inches wide and running from within two inches of the top and the bottom. Tape the 2 ft. by 1 ft. pieces to each side of the larger piece. This will form a three-sided barrier. Place your dog in front of the cardboard and ask him to sit and stay. Walk behind the barrier and get your dog to watch you place the special treat 1 ft. to 2 ft. inside the barrier and out of his reach. Be sure that he knows where the treat is. Start the stopwatch and encourage your dog to get the treat.

Scoring:

- 5 – Dog goes around the barrier and gets the treat within 15 sec.
- 4 – Dog goes around and gets the treat within 15 sec. to 30 sec.
- 3 – Dog goes around and gets the treat within 30 sec. to 60 sec.

- 2 – Dog goes around and gets the treat within 1 min. to 2 min.
- 1 – Dog tries to get the treat by pawing through the slit but then gives up.
- 0 – Dog makes no effort to get the treat after 2 min.

TEST 9 – Looks at the actual process of learning. Objects needed: A pocket full of treats and a leash.

This is the most time-consuming test in the series. In this test, you will teach your dog a new command called the “front” command. Start with your dog sitting at your left side with his leash clipped on and in your left hand.

Trials 1 to 3: Give the command “front” and slap your thigh with your right hand. Step out with your right leg, pull your dog out and around to face you. As he is facing you, push him into the “sit” position. Give your dog an immediate treat and lots of praise. Start all over again with your dog sitting at your left side and repeat the process two more times.

Trials 4 and 5: Do the same thing as in trials 1 through 3 but give your dog a second or two to respond before pulling him into position. Be sure to reward.

Trial 6: This is a test trial. Give the command “front” but do not attempt to move your dog. If your dog moves from your side to the front position and sits, no matter how sloppily, score 6. The test is now over for you. If there is no movement after about 5 seconds, guide your dog into position as before and reward.

Final trials: Practice the “front” command ten more times, just as you have been doing in the previous trials. Remember to reward. Now give another test trial. If your dog performs the “front” command (no matter how sloppily), score 5. If not, practice ten more times. Give your dog a test trial. If your dog now performs the “front” command (no matter how sloppily), score 4. If your dog comes around to the front but does not sit, score 3. If your dog just stands up at the “front” command but does not come around to the proper position, score 2. If your dog makes no attempt to execute the “front” command, score 0.

The next three tests are for you to perform with your dog at home.

TEST 10 – Observational training. Objects needed: Your keys and your dog's leash.

Pick a time of day that you typically do not walk your dog. Make sure that your dog is active and is in the same room with you. Have your keys and the leash nearby. When your dog looks at you, stand up and pick up your keys and the leash. Do not move towards the door. If your dog runs to the door or to you in excitement, score 5. If your dog does not go to you or the door, move directly to the door and stop. If he then comes to you in anticipation of going for a walk, score 4. If not, place your hand on the doorknob and turn it back and forth to make a noise. If your dog comes to you, score 3. If your dog pays some attention during this process but remains in place, score 2. If your dog pays no attention, score 1. (Perhaps taking his pulse is called for in this case.)

TEST 11 – Attention and environmental learning. Objects needed: None.

While your dog is out of the house, rearrange the furniture in a room that is familiar to your dog. For example, move the couch and coffee table into an unusual position and bring in a couple of chairs that are not usually in that room. Try to make sure that the room looks very different from the norm. Bring your dog back into the room and start the stopwatch.

Scoring:

- 5 – Dog notices the changes and begins to sniff and explore within 15 sec.
- 4 – Dog notices the changes and begins to explore within 15 sec. to 30 sec.
- 3 – Dog notices the changes and begins to explore within 30 sec. to 60 sec.
- 2 – Dog looks around cautiously, seems to notice the changes but does not explore.
- 1 – Dog ignores the changes after a minute passes.

TEST 12 – Social learning. Objects needed: None.

Pick a time when your dog is sitting about 8 feet away from you. Stare intently at your dog's face and when he looks at you, count to three and then smile broadly.

Scoring:

- 5 – Dog comes to you, tail wagging.
- 4 – Dog comes but slowly or only part way with no tail wagging.
- 3 – Dog stands or rises from a lying position but does not move toward you.
- 2 – Dog moves away from you.
- 1 – Dog pays no attention.

SCORES

TEST	TIME	SCORE
1) Problem solving (food under can).		
2) Problem solving (dog under towel).		
3) Short-term memory (finding food after short delay).		
4) Long-term memory (finding food after longer delay).		
TEST	TIME	SCORE
5) Problem solving (food under towel).		
6) Problem solving and manipulation ability (retrieving from under a barrier).		
7) Language comprehension (name game).		
8) Problem solving (going around a barrier).		
9) Learning process (front command).		
10) Observational learning (going to the door).		
11) Attention and environmental learning		

(room rearrangement).

12) Social learning (smile).

TOTAL SCORE _____

INTERPRETING THE CIQ TEST

Score 54 or higher – This dog could be described as brilliant. Only 5% of dogs score this high. A dog with this level of intelligence is quite rare.

Score 48 to 53 – This is a superior dog with extremely high intelligence.

Score 42 to 47 – This dog is in the high average range of intelligence and should be capable of doing virtually any task that a typical dog is called on to do.

Score 30 to 41 – This score represents average intelligence for a dog. A dog in this range may show intermittent flashes of brilliance, but for other tasks its performance is uninspired.

Score 24 to 29 – This dog is low average. Although at times it may appear to act quite cleverly, most of the time it will seem to need to work hard to understand what is required of it.

Score 18 to 23 – This dog's intelligence is borderline. A dog at this level may have difficulty adapting to the demands of everyday life and the expectations of its owner. However, in a structured, low-stress environment, it may function quite reasonably.

Scores below 18 – Dogs with scores below 18 are clearly deficient in many areas of their adaptive intelligence. Such a dog may be extremely difficult to live with.

Many factors may affect the level of your dog's intelligence. Dogs that are reared in a deprived environment, with little physical stimulation actually develop statistically smaller brains. After puppyhood, a dog's level of socialization has a direct affect on his ability to interact in the world. Another factor that affects intelligence is the particular breed or mix of breeds of the dog. Some breeds have been carefully designed to be highly successful in a particular area of intelligence to the detriment of other areas.

Personality may be the single most important factor (external to actual intelligence) in judging your dog's ability to learn. A highly intelligent dog with no desire to please or no desire to be part of your "pack" or family will not pick up the necessary skills to become a good house pet. There is also little chance for a dog of this type to become a good working dog if his job requires that he interact closely with his owner. Conversely, a dog of only mediocre intelligence with a high motivation to please can achieve a high level of obedience and will fit into a family environment quite well.

Regardless of the score that your dog may have achieved on the CIQ test, he will best be judged by his ability to fit into your family and to respond to the particular "house rules" that you require.

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