

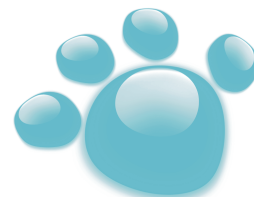
Stanley Coren's CANINE IQ TEST

Administering the Canine IQ Test

Dogs tend to enjoy the tests since they don't know that they are being tested and merely think that you are playing with them. The CIQ is set up so that the tests are relatively independent of each other, meaning that each part of the test can be given separately and in any order. This is true for all tests except Tests 7 and 8 (short and long term memory) which should be done in the same session with Test 7 performed first. All of the tests do not have to be done on the same day, and, since many involve using treats in the form of bits of food to motivate the dog, it may be best to do the tests over a period of 2 or 3 sessions. The entire test takes between 30 minutes and an hour.

If your dog does not reliably sit and stay on command, some tests (for example 2, 7, 8, 9 and almost certainly 12) will be easier to do if you have a helper who can keep the dog in position while you initiate the test. The dog should be about 1 year in age or older. The dog should have been living with its current master (the person doing the testing) for at least 3 months. It is also preferable that the dog have lived in its current residence (the same apartment or home) for at least 10 weeks.. Finally, the analysis of the CIQ is based upon the first administration. Some people have reported that they repeat some of the items now and again simply for fun, rather than for testing purposes.

The CIQ is probably best given by the dog's master or a family member with whom the dog is comfortable and familiar. No matter what happens (whether your dog is doing better or worse than you expected) you should remain calm. Don't fuss at the dog, raise your voice, act disgusted or become over excited. Think of it as a little game and your dog will enjoy it.



Test 1:

Let's start with a test that is simple to perform and takes no preparation. It is a measure of observational learning as it applies to an everyday association which the dog should have learned through simply living in its current home. Make sure that your dog is awake and in the same general area that you are. For this test you must select a time of day which is not typically the time when you walk your dog. When the dog looks at you, silently pick up your coat and keys and the dog's leash (if you usually use one) and then stop where you are, without moving toward the door.

- If the dog runs to the door, or comes directly to you indicating some excitement or interest - **Score 5.**
- If not, move directly to the door and then stop. If the dog comes to you in anticipation of a walk or going out - **Score 4.**
- If not place your hand on the door knob and turn it back and forth to make a noise. If the dog comes then - **Score 3.**
- If the dog pays some attention during the preceding activities but does not come to you or the door - **Score 2.**
- If the dog pays no attention - **Score 1.**

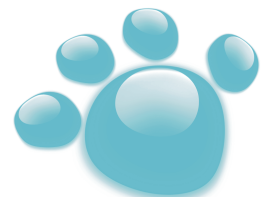
Score: _____

Test 2:

This is a test of problem solving. For this you need an empty can (about the size of a typical condensed soup can), some desirable tidbit of food, and a stopwatch (or watch with a sweep second hand). First, show the dog the bit of food and let him sniff it. Now pretend that you are some sort of silent movie actor, and with a great show put the tidbit on the ground and invert the empty can over it. Now start the stopwatch and encourage the dog to get the bait.

- If the dog knocks the can out of the way and gets the tidbit in 5 seconds or less - **Score 5**
- 15 seconds or less - **Score 4**
- 30 seconds or less - **Score 3**
- 60 seconds or less - **Score 2**
- If the dog tries once or twice, sniffing around the can but does not get the bait after a minute - **Score 1.**
- If the dog makes no effort to obtain the bait - **Score 0.**

Score: _____



Test 3:

This is a test of attention and environmental learning. While the dog is out of the house, either you or a helper, should rearrange the furniture in a room that is familiar to the dog. For example you could bring a few additional chairs into the room, move a large piece of furniture toward the center of the room, place a coffee table in an odd corner, move a side table to the center of the room or several other obvious alterations to the furniture layout. Try to make sure that at least 5 things are obviously different in the room. Now bring your dog into the room and start a stopwatch going while you stand quietly.

- If the dog notices something is different within 15 seconds and starts to explore or sniff any changed aspect of the room - **Score 5.**
- If it notices the differences and checks out any one within 30 seconds and starts to explore - **Score 4**
- Within 1 minute - **Score 3.**
- If the dog looks around cautiously, seems to notice something is different, but does not explore any changed aspect of the room - **Score 2.**
- If a minute has passed and the dog still ignores the changes - **Score 1.**

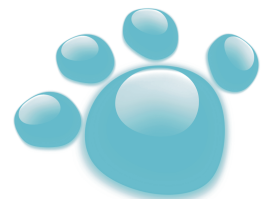
Score: _____

Test 4:

This is a measure of problem solving. For this problem you need a large bath towel, a small blanket, or some form of heavy cloth of a similar size. First make sure that the dog is awake and reasonably active, and then let him sniff the towel. (This next part may require one or two practice tries without the dog present.) Now, with a quick, smooth motion, throw the towel over the dog's head so that the head and front shoulders are completely covered. Start the stop watch and remain silent as you watch.

- If the dog frees itself in 15 seconds or less - **Score 5,**
- 30 seconds or less - **Score 4,**
- 60 seconds or less - **Score 3,**
- 2 minutes or less - **Score 2,**
- If the dog has not removed the towel after 2 minutes - **Score 1.**

Score: _____



Test 5:

This is a test of social learning. Pick a time when your dog sitting is around 8 feet (2 meters) away from you but has not been explicitly told to sit and stay. Now stare intently at his face. When the dog looks at you, count silently to 3 then smile broadly.

- If the dog comes to you with any tail wagging - **Score 5.**
- If the dog comes, but slowly or only part way, with no tail wag - **Score 4.**
- If the dog stands or rises from lying to a sit, but does not move toward you - **Score 3.**
- If the dog moves away from you - **Score 2.**
- If the dog pays no attention - **Score 1.**

Score: _____

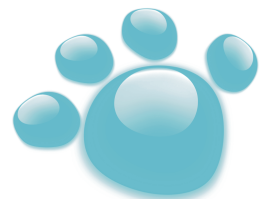
Test 6:

This next test of problem solving is similar to Test 2, but a bit more difficult. The major difference is that this test demands a bit more cleverness at manipulating objects. The test requires a hand towel or a dish towel (not the large bath towel used in Test 4). Show the dog a tidbit. This tidbit should not be too small in physical size. A dog biscuit is perfect for this task. Let the dog sniff it and make sure that it looks at the tidbit for about 5 seconds. At the end of that time, with great exaggerated acting, place the food on the floor and, while the dog watches, throw the towel over it.

Now start the stopwatch and encourage the dog to get the bait.

- If it retrieves it in 15 seconds or less - **Score 5**
- Gets it in 30 seconds or less - **Score 4**
- In 60 seconds or less - **Score 3**
- In 2 minutes - **Score 2.**
- If the dog tries to retrieve it but then gives up - **Scores 1**
- If the dog doesn't even try to retrieve it within 2 minutes - **Score 0.**

Score: _____



Test 7:

This is a test of short term memory. This problem and Test 8 should be given together, one right after the other. Start with an average sized room which doesn't have a lot of furniture or other material cluttering it. You will need a tidbit of food, but not one that has a strong odour or the dog's scenting ability will bias the results. If your dog will not reliably sit and stay on command, have a helper hold the dog in the center of the room. Next, while the dog watches you, show him a desirable tidbit and even let him sniff it. Now, overact a bit (like a silent movie actor again), and with a great show (but no sound) place the bait in a corner, making sure that the dog sees you put it down. Next lead the dog out of the room, and walk around in a small circle, then bring him back to the center of the room. Leaving the room and returning to it should take no more than about 15 seconds.

Slip the leash off of the dog and start the stopwatch.

- If the dog goes directly to the bait - **Score 5.**
- If the dog systematically sniffs around the edge of the room and finds the tidbit - **Score 4.**
- If the dog seems to search in a random fashion, but still finds the tidbit within 45 seconds - **Score 3.**
- If the dog appears to try to find the tidbit but still hasn't succeeded after 45 seconds - **Score 2.**
- If the dog makes no effort to find the bait - **Score 1.**

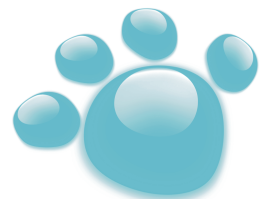
Score: _____

Test 8:

The companion to Test 7 is a test of long term memory and should be given immediately after the previous short term memory test. The set up of this test is identical to that of Test 7. Make sure, however, that when you place the tidbit that you are putting it in a different corner than the one that you used for the short term memory test. Now take the dog out of the room, start the stopwatch, and keep the dog out of the room for 5 minutes. After this time, return the dog to the center of the room, slip the leash off, and reset and restart the stopwatch.

- If the dog goes directly to the bait - **Score 5.**
- If the dog goes to the corner where the first bait was and then quickly goes to the correct corner - **Score 4.**
- If the dog systematically sniffs around the edge of the room and finds the tidbit - **Score 3.**
- If the dog seems to search in a random fashion, but still finds the tidbit within 45 seconds - **Score 2.**
- If the dog appears to try to find the tidbit but still hasn't succeeded after 45 seconds - **Score 1.**
- If the dog makes no effort to find the bait - **Score 0.**

Score: _____



Test 9:

This is a test of problem solving and manipulation ability. For this problem you will need an apparatus somewhat like low table, which you can make of large books or out of a board with a few bricks. Stack two or so volumes at each end, and then cover it with another large book or a board, and then some additional books or other objects to weigh it all down so the dog can't move it. Encyclopaedia volumes are perfect for this. The idea is to make a table-like enclosure that is too low for the dog to get its head under, but high enough to allow him to reach under it with his paws. About 3 inches high (7 or 8 cm) works well with small to medium dogs. For larger dogs you may find that a low-set upholstered chair or sofa may work just as well.

Now, use the same technique that we used in previous tests to get the dog's attention. While the dog sits (or is held) nearby, first show the dog the tidbit, even let him smell it, and then with a great show and overacting, place it under the apparatus or furniture. Start the stop watch and now encourage the dog to get the bait.

- If the dog uses its paws and manages to retrieve the tidbit in 60 seconds or less - **Score 5.**
- If the dog retrieves it in 3 minutes or less - **Score 4.**
- If the dog uses its muzzle only and fails to get the bait, or if it uses its paws but still has not retrieved it after 3 minutes - **Score 3.**
- If the dog doesn't use its paws and simply sniffs or gives one or two tries to retrieve it with its muzzle and then gives up - **Score 2.**
- If, after 3 minutes, the dog has made no effort to retrieve the bait - **Score 1.**

Score: _____

Test 10:

This is a test of language comprehension. For this test you should either wait until the dog is settled comfortably at least 8 feet or more (around 2 meters or so) away from you, or you or someone else should lead the dog to a place about that distance. Stop the test as soon as you get a scored response. First, in the voice tones that you usually use to call your dog call "refrigerator"

- If the dog shows some responsiveness to come - **Score 3.**

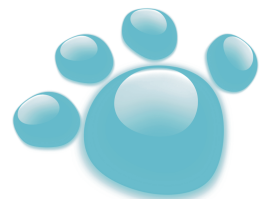
If the dog does not come, next, in the same tone call "movies".

- If the dog comes - **Score 2.**

Next, if the dog still does not respond, call its name (do not use the word "come").

- If the dog comes now, or shows any tendency to move toward you - **Score 5.**
- If not call the dog's name a second time. If the dog comes now - **Score 4,**
- If not at all - **Score 1.**

Score: _____



Test 11:

This test looks at the actual process of learning in your dog. It takes a bit longer than the other tests, and if you have to go all the way to the end it may take around 10 minutes. It starts with the obvious fact that the best way to determine a dog's learning ability is to see how well it actually learns something. Most dogs have learned a number of useful commands, such as "come", "sit", "down" and so forth. Therefore we need to teach the dog something which it has not learned before. Because this is meant as a test, we have to do this under standardized and consistent conditions. For this purpose we introduce a command and a behaviour that few dogs have ever encountered before. Call it the "front" command. It is, incidentally, a sometimes useful exercise, so you may want to keep it in the dog's repertoire after you have used it to test your dog's learning rate.

We start with the dog sitting in the usual "heel" position, that is by the left side of its handler. (We assume that you have already taught your dog to sit by your side. If you haven't, you should do this as a first step. Every dog obedience program starts with the sit command because it is one of those things that every civilized dog should know and it is needed for your own sanity.) Basically, the "front" command simply instructs the dog to get up from the heel position, take a step forward, then turn around to face its handler and to sit with its nose facing the handler's knees.

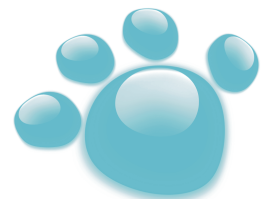
You will need a pocket full of tidbits, and you should also use lots of praise during this short training/testing session. It is important for this part of the test to follow the instructions exactly, in terms of the number of repetitions and the pattern of movements during the training.

Trials 1 to 3:

Start with the dog sitting beside your left leg, facing forward. The dog should have its usual collar on, and a leash should be attached to the collar. You now begin by giving the command "front" in a clear voice, accompanied by the hand signal, which is one or both of your hands lightly slapping your legs just above your knees. (If you already use the word "front" for some other purpose use some other word, such as "face me" instead). Obviously, your dog will not know what you are talking about at this juncture. Therefore, you should guide the dog into the front position. To do this, step forward with your right foot, tugging the dog on the lead horizontally in front of its head to cause the dog to stand and move a step or so forward. Then step back with your right leg, tugging on the lead to cause the dog to turn clockwise toward you. For a large dog you may have to take an additional step back. Then push the dog down into a sitting position in front of you. Immediately praise your dog and/or give it a tidbit. Place the dog back into the heel position beside you and repeat this practice for Trials 2 and 3.

Trials 4 to 5:

These are the same as trials 1 to 3, only you should pause about a second after the command "front", and then try to move the dog into the front position using only minimal or no movement of your right leg.



Trial 6:

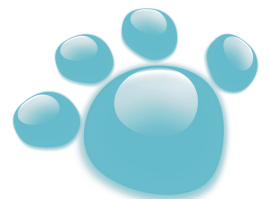
This is a test trial. Give the command "front" but do not attempt to move the dog physically. If the dog moves from your side to the front position, no matter how sloppily, score 6 and the test is over. If there is no movement after about 5 seconds, treat this as if it were another training trial and guide the dog into place and reward him.

Subsequent Trials and Tests:

Give an additional 10 training trials, just like 4 and 5, and then a test trial just like Trial 6.

- If the dog performs the manoeuvre - **Score 5**,
- If not give 10 more trials. At the end of these repeat the test again. This is the last test trial. On this test, if the dog performs the front exercise without any assistance on your part (regardless of how out of line, slowly or messily) - **Score 3**.
- If the dog comes around to the front but doesn't sit - **Score 2**.
- If the dog stands at the front command, but doesn't move around - **Score 1**.
- If the dog remains sitting - **Score 0**.

Score: _____



Test 12:

This test is a fairly difficult problem solving task, since it requires the dog to actually move away from the item that it is interested in getting. This problem takes a little advance preparation. You will need a large piece of cardboard, too high for the dog to want to try to jump over. Cut a vertical "window", starting and ending a couple of inches from the top and bottom, and around 3 inches (8 cm) wide. Now prop this sheet up by taping or tying it to two side walls (which can be two additional pieces of cardboard, or two boxes or chairs laid on their sides) so that you have an arrangement that looks something like a wall with a slit in it for firing a rifle. Place the dog behind the barrier (have someone hold him there if need be) and attract his attention so that he looks at you through the vertical window slit. With great exaggeration show the dog a tidbit through the window and lay it on the ground, a foot or two behind the cardboard "wall" and well out of reach of his paw. As you start the stopwatch, have you helper release the dog while you encourage him to get the food.

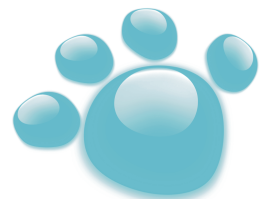
- If the dog goes around the barriers and gets the bait within 15 seconds - **Score 5**.
- If the dog gets it within 30 seconds - **Score 4**
- Within 60 seconds - **Score 3**.
- If the dog has not gotten it within 60 seconds, stop actively encouraging dog and stand quietly near the bait, keeping the stopwatch going. If the dog gets the bait within 2 minutes - **Score 2**.
- If the dog tries to reach the bait by pawing through the window slit and then gives up - **Score 1**.
- If the dog doesn't exert any effort to get the bait after 2 minutes - **Score 0**.

Score: _____

Scoring

Total the dog's scores from the 12 tests.

Total Score: _____



Total CIQ Score Interpretation

- **54 or Higher**
 - This dog could be described as brilliant. A dog with this level of intelligence is quite rare and fewer than 5 percent of the dogs in our standardization group (averaged across all tested breeds) reached this level.
- **48 to 53**
 - This is a superior dog with extremely high intelligence.
- **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 upon to do.
- **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 it may show uninspired performance.
- **24 to 29**
 - This dog is low average. Although at times it may appear to act quite cleverly, most of the time it seems as though it has to work hard to understand what is required of it.
- **18 to 23**
 - This dog is at a "borderline" level in terms of its intelligence. 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.
- **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.

