

<input checked="" type="checkbox"/>	LEVEL 1
<input checked="" type="checkbox"/>	1Zen1 - Moves off treat in hand.
<input checked="" type="checkbox"/>	1Zen2 - stay away from treat in hand 5 seconds
<input checked="" type="checkbox"/>	1Zen3 - open hand Zen 5 seconds
<input checked="" type="checkbox"/>	1Zen4 - move away from dog dish treat in hand
<input checked="" type="checkbox"/>	1Zen5 - more Zen
<input checked="" type="checkbox"/>	1Come1 - looks for treats at feet
<input checked="" type="checkbox"/>	1Come2 - runs between 2 people 10'
<input checked="" type="checkbox"/>	1Come3 - plays Come Game 2 people 10'
<input checked="" type="checkbox"/>	1Come4 - CG 2 people 20'
<input checked="" type="checkbox"/>	1Come5 - comes for good things everywhere
<input checked="" type="checkbox"/>	1Sit1 - sits with leash off
<input checked="" type="checkbox"/>	1Sit2 - sits with hand signal
<input checked="" type="checkbox"/>	1Sit3 - sits with leash on
<input checked="" type="checkbox"/>	1Sit4 - sits by open door
<input checked="" type="checkbox"/>	1Sit5 - work without treats in pocket
<input checked="" type="checkbox"/>	1Target1 - touch hand with nose
<input checked="" type="checkbox"/>	1Target2 - reach high and low to touch hand
<input checked="" type="checkbox"/>	1Target3 - takes 3 steps to touch hand
<input checked="" type="checkbox"/>	1Target4 - targets hand twice for 1 treat
<input checked="" type="checkbox"/>	1Target5 - more changes
<input checked="" type="checkbox"/>	1Down1 - down with leash off
<input checked="" type="checkbox"/>	1Down2 - down on hand signal
<input checked="" type="checkbox"/>	1Down3 - down while you're sitting
<input checked="" type="checkbox"/>	1Down4 - down with leash on
<input checked="" type="checkbox"/>	1Down5 - down to earn different reward