



Camelid
Companion
Certification

Public Relations PASS / FAIL Criteria Level 2

- 1) **Put a parade pack on the lama (llama may be tied or untied). The lama ears the pack throughout the course.**
Pass: Animal stands calmly while pack is being placed and cinched.
Not Pass: Animal moves or fidgets while the pack is being placed. Also no pass is if the animal fights or resists the pack during the course.
- 2) **Walk through a serpentine (3) of chairs with balloons tied to them (or flags) and blow up characters or stuffed animals in them.**
Pass: Animal walks willingly through the serpentine on a loose lead.
Not Pass: Animal appears afraid or spooks at any of the items in or tied to the chair.
- 3) **Stop llama and have stranger approach with another animal (not a llama or alpaca) and pass along side of lama**
Pass: Lama stands calmly while the other animal passes. The lama may look at the other animal or turn it's head to smell it.
Not Pass: Lama appears afraid or tries to move away as the other animal passes.
- 4) **Walk between two people on bicycles or strollers or walkers.**
Pass: Lama calmly walks between the people
Not Pass: Any refusal or hesitation. Any type of shying away from one or the other people.
- 5) **Pick up and open an umbrella and walk to the cone; close the umbrella**
Pass: Lama stands while umbrella is being opened and walks to cone on a loose lead, ignoring the umbrella.
Not Pass: Any fidgeting or acting scared of umbrella. Failure to walk willingly and on a loose lead.
- 6) **Stop llama at cone and have strangers with large hats approach from both sides and pet llama simultaneously on both sides.**
Pass: Lama stands still and allows petting. Lama may turn it's head to look at the strangers inquisitively, but cannot show signs of fear.
Not Pass: Animal shows signs of fear; moves away from the people approaching.
- 7) **Roll a ball under the animal, This may be a blow up beach ball, basketball, volleyball, etc.**
Note: If the ball happens to touch the lamas legs, the task may be repeated.
Pass: Animal stands still while ball is rolled underneath it.
Not Pass: Any movement, unless the ball touches the animals legs, as which time the task can be repeated.
- 8) **Load in a van or trailer**
Pass: Animal willingly loads into a trailer or van.
Not Pass: Any refusal.