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DOG AGILITY

WELLINGTON GROUP



instructing agility classes

~ Foundation/Puppy ~

Thank you for helping to assist with the training of agility at our club. We hope you will enjoy it and pass your own enjoyment and skill on to others.

Beginners training schedule.

The training section is divided into weekly sets, with a total of 8 weeks for each level. Each week there is a plan for layout of equipment, aims for the session and a description of what is to be covered during that session. This may include:- a review of homework, warm-up exercises, introduction to a new obstacle, introduction to a new skill on a previously introduced obstacle, consolidation of skills to date, etc. The equipment is divided up into small sets, often with one piece of equipment per set.

It is envisaged that beginners will begin by working on one piece of equipment at a time. Later, the equipment might be put into groups of up to 3 things. Also later, the group may be able to split and work on different equipment while the instructor acts as a guide.

THE AIMS OF THE FOUNDATION CLASS are to:-

- Introduce handlers and dogs to agility making it a fun and interesting learning environment.
- Familiarise handlers with the clicker and how to use it in conjunction with use of food/toys.
- Work on basic training essentials such as sit, down, come, wait etc
- Help handlers understand the ways to teach the dog using luring, targeting and shaping and the importance of teaching each thing accurately and with speed as well as the ability to perform despite everything else around them changing (generalisation).
- Familiarise the dogs with agility equipment, and ensure they can “look” for each piece of equipment and do it without being lured.
- Give each piece of equipment a name, and teach this to the dog.
- Handlers will be able to read course plans and set out equipment as per the plan.

BEGINNERS GRADUATION.

To graduate from Beginners handlers and dogs need to demonstrate the following:
(All exercises off lead). Instructors can give this out at the first class.

1. Clicker
 - Can hold the clicker in either hand and click at the correct time
 - Can deliver food safely,
 - Can use food and toys as rewards

2. Control
 - Handler uses consistent obstacle verbal cues.
 - Sit and wait must be demonstrated under mild distraction.
 - Down must be demonstrated during a wait exercise.
 - Handler must have the ability to recall the dog under mild distractions.
 - Dog needs to focus on handler when doing circle work, on left and right, and on outside and inside of circle.

3. Hurdle:
 - Dog can jump hurdle with handler running on left and right.
 - Can clear 4 hurdles placed in circle no larger than 4m diameter.
 - Can clear 4 hurdles in a row.

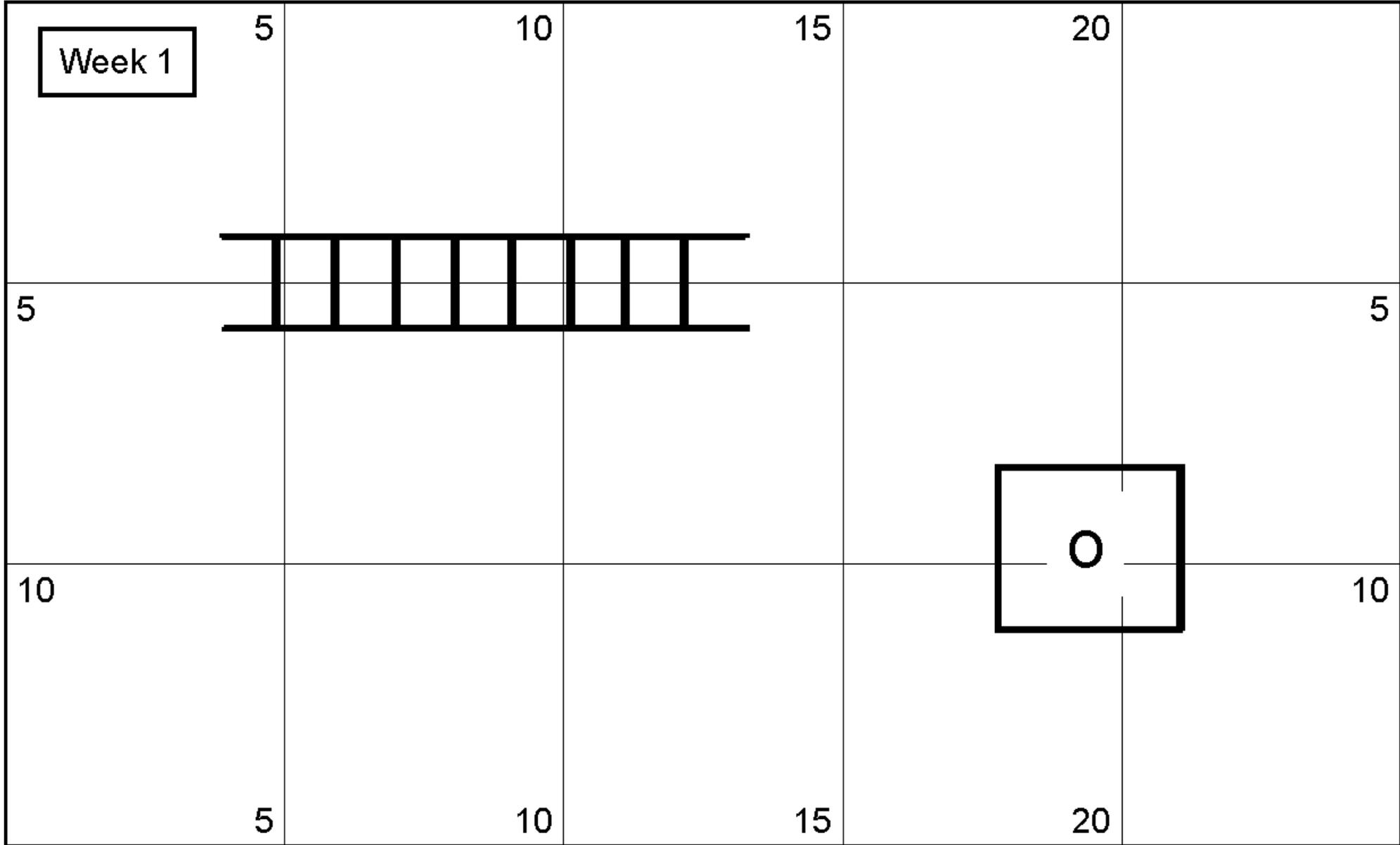
4. Long Jump (2 units)
 - Dog can jump the long jump with handler running alongside.

5. Hoop
 - Dog can successfully negotiate the hoop.

6. Collapsible tunnel
 - Dog can push through tunnel unassisted

7. Flexi tunnel
 - Dog can run through tunnel unassisted

8. Target mat
 - Dog can place at least 2 feet on a large target mat
 - Can run on to target mat from a distance
 - Can hold position on target until released



WEEK 1.

Handlers bring:

- hungry dog
- collar and long lead,
- bumbag,
- treats (size and type as suggested),
- a toy that their dog likes (not ball, prefer tug toy). (Suggestion: If dogs don't like toys then suggest they bring a pencil case that you have stuffed with some yummy treats.)

AIMS.

1. The aim of this week is for Socialisation & Habituation for the dogs and people ie. to familiarize themselves and their dogs with the general environment, and the people involved.
2. Inform handlers of the behaviour required from the dogs and from them (on time, put gear out/way etc)
3. Administration. They should have already posted in cheques.
4. Introduce clicker as a valuable training tool.
5. Evaluate and introduce idea of basic control cues and behaviour
6. Introduce circle work and restrained recalls.

NOTE: Where the basic level of control is low, this week may need to be repeated.

WELCOME /TAKE THE ROLL.

Week One Class Outline

- 1) Administration & General introduction
- 2) Explain role of the clicker, drive
- 3) Warm-up/control/evaluation
- 4) Toy drive
- 5) Circle work
- 6) Wobble board, ladder
- 7) Homework

Introduction of the Clicker:

SKILLS to teach:

- Dog looks at handler when handler says dog's name
- Timing of click
- Delivery of food safely
- Using both hands to hold the clicker
- Idea of practice in different locations/situations introduced.
- Lure and fading the lure. (If teaching sit/down using lure)

Introduction to Drive:

2-3 experienced handlers with dogs with different natural drive levels will demonstrate how to stimulate their dogs for agility. The difference between working for food & working for a toy will be shown.

CONTROL EVALUATION/WARMUP.

Tell the handlers the following.

- a brief warm-up will be done at the beginning of every session. Handlers should be encouraged to warm up their dog well before class. Handlers should also do a warm-down at the end in their own time.
- important information may be passed on before the warm-up begins
- Basic control is essential for successful agility.
- It is important that the dogs and handlers get used to warming up before getting on to the gear as this will
 - Minimize injury for both
 - Improve working attitude of both

All these exercises are done on the lead.

1. Sit stay, handlers walk around dogs (1 cue)
2. Down stay, as above
3. Throw 2-3 treats on the ground so the dog sees them and let the dog (on lead) go to get them, handler backs away and calls the dog. Will the dog come without being tugged?

Note: all dogs will get the opportunity to brush up on these skills each week, and again for Homework but if any are really in need of lots of extra work they should be referred to other training organisations.

RE-INFORCEMENT ZONE

In all dog sports we require the dogs to be at our side not standing in front of us. This is particularly so in agility.

If dogs are rewarded directly in front of us, with the dogs facing us they will come to seek this position out and want to stand in front of us. We run the risk of tripping over them if moving forward and the dog is not facing the direction of the next obstacle in the course.

The dogs are best rewarded on the side of the body – in line with the seam of your pants. In agility handling occurs equally on both sides therefore rewards should be given both sides. This re-enforces that the dog comes to your side for rewards.

Rewards can come in the form of treat or even better a tug toy. If using a tug toy the game should start at the students side but can move to in front of the handler especially if the dog is a powerful tugger.

The new handler and dog who can reward on both sides generally train weaves and contacts much more successfully. These handlers have the ability to be forward facing with their dogs and not compromise shoulder position when rewarding.

(In beginners 1 new handlers have been seen walking backwards along weaves and dogwalk because they thought dogs could only be rewarded directly in front of them. The other behaviour often seen is standing in front and leaning over the dog while it tries to stay on the contact.)

TOY DRIVE

Food is the reinforcer of choice if you want a fast rate of reinforcement or are teaching stationary behaviours eg. contacts. It is better to use a toy when the dog is driving away. The tug can last as long as you want.

Weight shift is very important for speed.

Training toy drive:

- Don't give the dog a choice – make the dog play with whatever is on offer.
- Start playing roughly eg. pushing on chest.
- Playing with the handler needs to be more rewarding than playing with other dogs.
- Preferably the handler should start teaching this in an area without other dogs.

Steps:

1. Dog watching prey (toy)
2. Tracking prey with eyes
3. Chasing prey
4. Pouncing on prey
5. Ripping prey apart (ie tugging on toy)

Hold the collar and throw the toy close to you. Give a 'ready' command ('psycho' command). Let the dog go and use a 'get it' cue just before it reaches the toy. The aim is for the dog to play only when given the 'get it' cue.

It is important to train toy drive before a meal or before giving something very valuable.

You need to be able to alternate between food and toy rewards.

Look for distractions when playing to get strong focus eg. other dogs. Have the dog on lead at first so it does not succeed in playing with the other dogs. In a class situation, keep the easily distracted dogs on the outside of the group and bring them into the middle as they become more focussed. Have the dogs close so they are nearly banging into each other.

A toy can be used as a 'stress break' if working hard with food.

CIRCLE WORK (Greg Derrett)

Three Rules of Handling

1. Keep your eye on the dog
2. Use the arm and leg closest to the dog to direct them. Reward with the hand as close as possible to the dog.
3. Face the direction in which you want the dog to go until it is committed.

The goal is to run as fast as you can with the dog at your side. Using a 5m circle, run the dog on the outside and inside.

Firstly, the dog needs to understand the reinforcement zone. Give lots of rewards in front of you – both food and tugging. Some traditional behaviours (eg. obedience finish, weaving through the legs) reward blind crossing. It is important never to reward blind crosses.

Circle work should be done every time you train. Use it to warm up.

From 7 weeks old, reinforce the puppy for staying on the same side when chasing a toy. If you start very young, you can run faster than the dog. If the dog is older, start at a walk with food, using a high rate of reinforcement. Do not lure. An example of a lure is following someone in a car – you get the behaviour but you can't do it without the lure. A lure is equivalent to a bribe. A reward is reinforcement following a behaviour.

Start with the dog on the left with the treats in your right hand, your hands at waist height. Give the treats with the left hand, and treat one step at a time. Later, a toy can be used as distraction, first by holding it in the right hand, progressing to throwing it as you run, or holding it out the front or back of you.

COORDINATION AND BACK END AWARENESS

It is important to get the muscles well developed before going on the equipment. What the dog learns first it learns the best. It is important that the dog has the physical capacity to do the obstacles fast.

Teach the dog to walk backwards to help develop back end awareness.

Wobble Board

Reward for anything offered. Work toward the dog confidently sitting, standing, twisting, begging etc on the wobble board. This trains coordination and confidence.

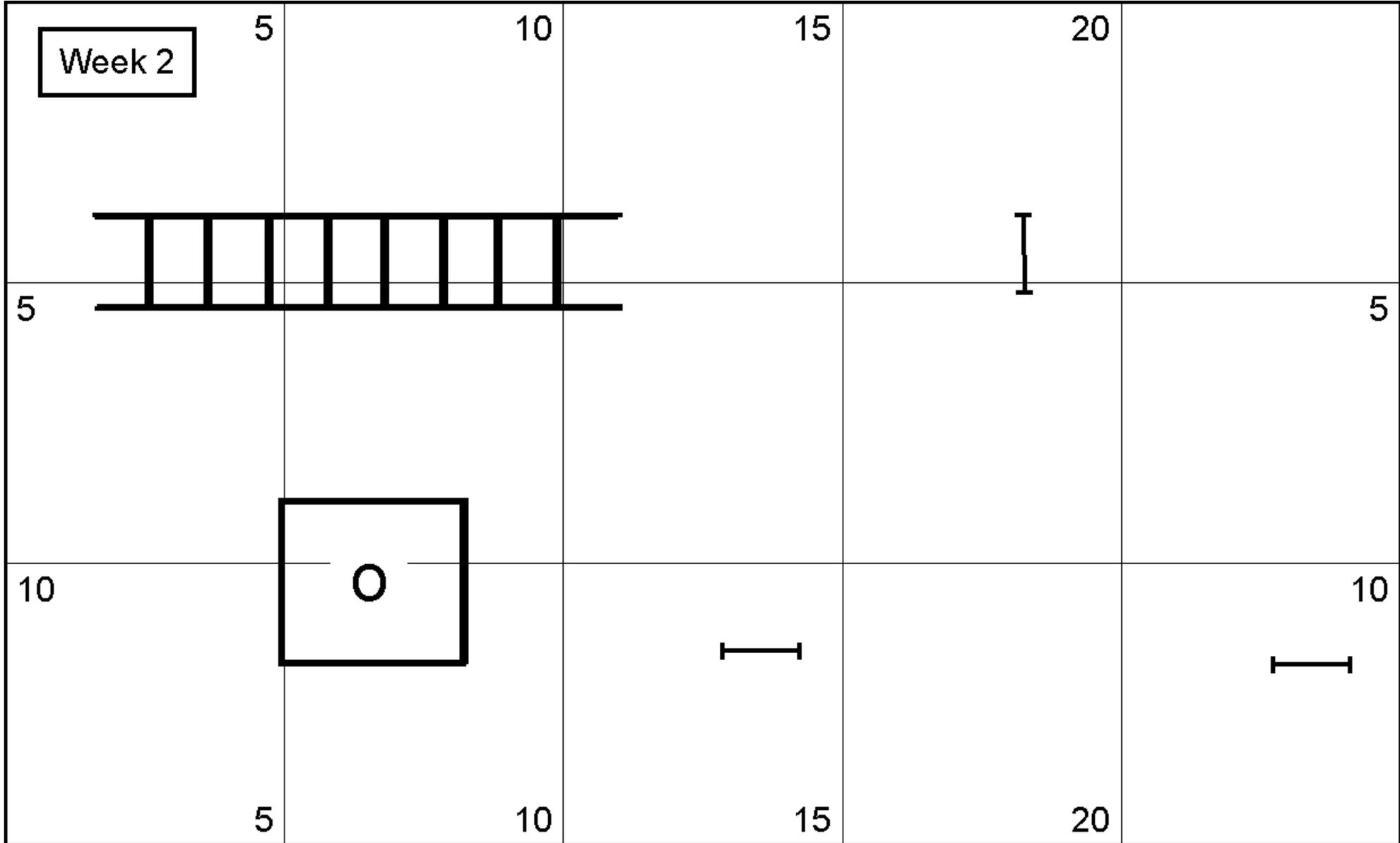
Ladder

Reward several times for stepping into the ladder. Don't expect the dog to finish the whole ladder first up. The dog can come in from the side & move across it. Don't lure. Give rapid reinforcement first up. Reward with the dog's head level, not up.

The aim is to have the dog trotting through the ladder so that all 4 legs work.

HOMEWORK.

Attention, sits, downs, waits, come. Practise using the clicker. Practise circle work and toy drive.



WEEK 2

Week Two Class Outline

1. Warm up with circle work.
2. Control
3. Restrained recalls
4. Wobble board, ladder
5. Target
6. Hurdles
7. Homework

WARM-UP AND CONTROL.

It is important all people learn to warm their dogs and themselves up before doing agility. As well as loosening up muscles and minimising chance of injury for both dog and handler, it also gets the dogs and handlers paying attention before they start agility.

Spend a short time on this at the start of every session. Encourage handlers to warm up dogs well before class. Work as a group where possible. Dogs must be on lead.

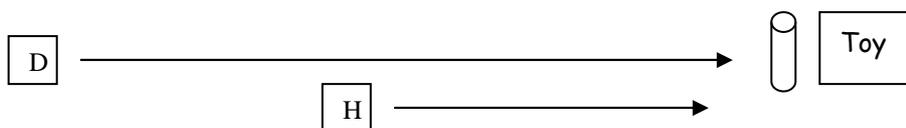
- ◆ Run in big circles, then do a post turn (180 degree turn with dog staying on the outside) with the toy behind your back. This is to test the dog's understanding of the reinforcement zone ie. the dog should not blind cross the handler.
- ◆ With the dog on the right, and the toy in the left hand, turn 180° (ie front cross) then immediately reinforce. Switch from running in a straight line, throwing the toy, and a front cross to keep high drive.
- ◆ Change direction twice so dog will be on handler's outside and inside.
- ◆ Practice: Sits, wait and come.
 - Sit) can they do this while handler walks
 - Down) around the dog?
 - Wait/Come on end of a lead only.

RESTRAINED RECALLS

The aim is to get the dog to drive after the handler to get to the reinforcement zone (in front of the handler).

When the handler is moving, even if the dog is ahead, it should continue on the same line with drive. When the handler stops moving, the dog needs to come back to the reinforcement zone. In other words, when the handler is moving, the dog should be moving, without crossing behind the handler. When the handler stops, the dog should move to the front of the handler. This

leads to a dog driving when the handler is driving and decelerating when the handler decelerates eg before a turn in a course.



Run in a straight line parallel to the dog. To start with, stand close to the dog's line so it doesn't veer toward the handler then flick out toward the toy. Get someone other than the handler to restrain the dog.

3 types of restrained recall:

1. Handler calls the dog's name, verbally releases the dog and runs forward. The dog should run straight to the toy.
2. Handler hides the toy in front of the body, with their back to the dog. Handler stands still, calls the dog and rewards it for driving to the reinforcement zone.
3. Holding the toy, handler runs then stops. Reward for driving to the reinforcement zone. Say 'get it' just before the dog gets to the toy.

This week, work on step 1 only.

COORDINATION AND BACK END AWARENESS

Wobble Board

Reward for anything offered. Work toward the dog confidently sitting, standing, twisting, begging etc on the wobble board. This trains coordination.

Ladder

Reward several times for stepping into the ladder. Don't expect the dog to finish the whole ladder first up. The dog can come in from the side & move across it. Don't lure. Give rapid reinforcement first up. Reward with the dog's head level, not up.

The aim is to have the dog trotting through the ladder so that all 4 legs work.

INTRODUCTION OF TARGETING

Each handler has a target they can take them home and practice with.

Handlers should be told this will require practice at home.

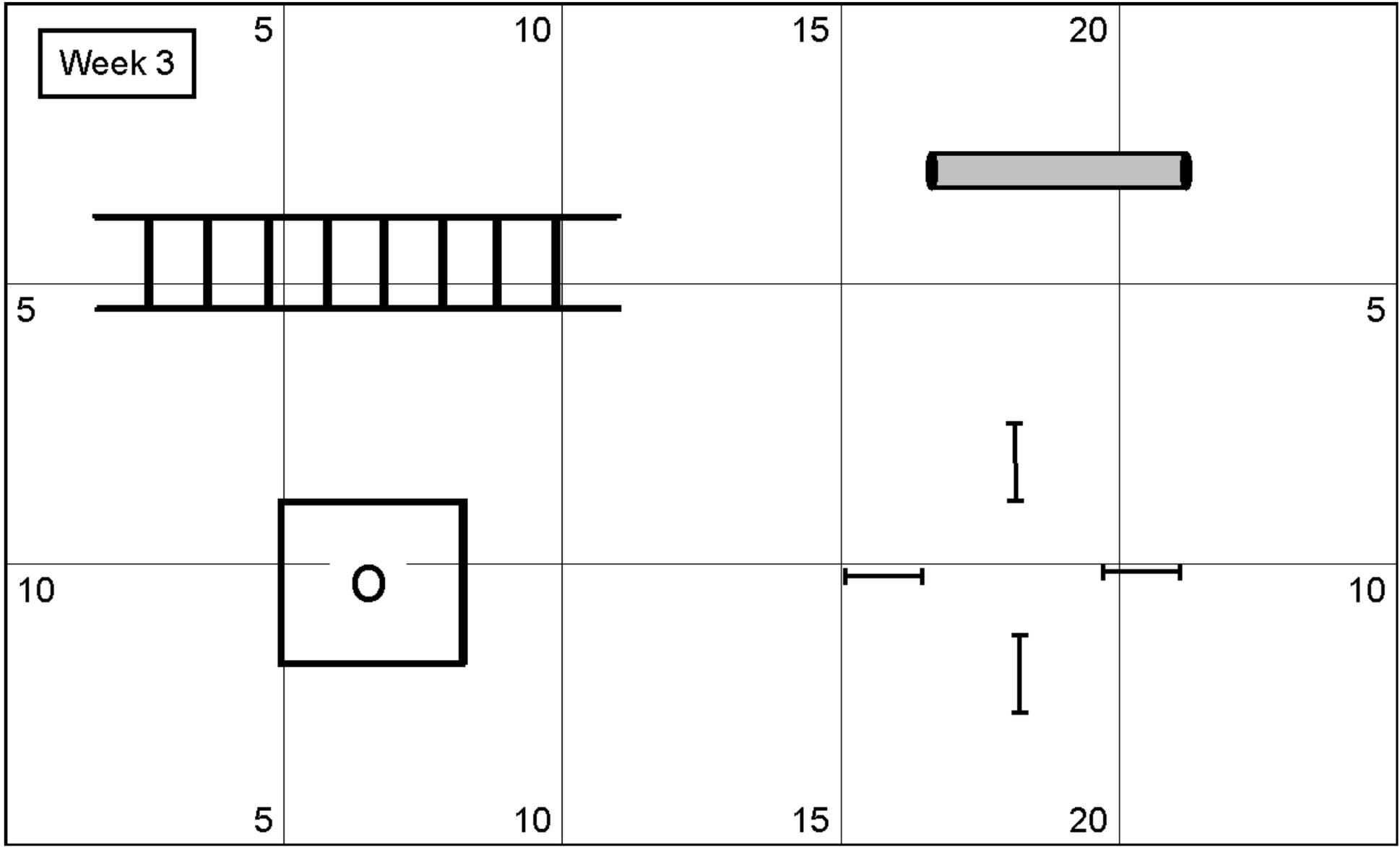
- Teach dog to target the mat with its feet, with the target on the ground. Click as the feet touch. If the dog shows no interest then you can make the mat smell nice by smearing some food on it. As above click for any interest. Once the dog has the idea you should NOT smear food on the mat any more.
- Homework includes:
Practice in different places with distractions, and handler sitting, standing etc.

TEACHING THE OBSTACLES: HURDLES.

Start with just one jump.

- ◆ Handler stands close to jump with dog on left. Handler holds lead in right hand, indicates jump (pat it or point) with the left hand, tosses treat (with left hand), and steps over the jump the same time as the dog jumps. Instructor will Click as the dog clears jump. Treat/Give the dog lots of praise. Do not let the dog jump back over the jump. Go around the jump and do this several times until the dog knows what is expected of it. Ensure the handler is moving as the dog jumps as if the handler is standing still, the dog should return to the reinforcement zone.
- ◆ Swap hands and do the same with the dog on the opposite side.
- ◆ Once the dog is gaining more confidence the handler can walk move to the side of the jump. They still must face the direction that the dog is moving, and must be careful to indicate with their hand (same side as the dog) that they want the dog to jump. A toy can be tossed over the hurdle to encourage the dog to jump. A clicker can be used, click when the dog takes off then treat.
- ◆ Recall over jump. Handler sits dog, and goes to the other side of the jump. Handler, facing the direction in which the dog is moving, calls their dog. Use toy or food to encourage dog over the jump.

HOMEWORK: Targeting, Basic cues/behaviour. Ask class to bring target mats next week.



WEEK 3.

Week Three Class Outline

1. Warm-ups, including Downs and come, and Circle Work
2. Restrained recalls
3. Wobble Board & Ladder
4. Targeting
5. Flexi Tunnel
6. Hurdles
7. Homework

REVISION

Basic cues. All dogs should be able to stay alongside their handlers, with the leads loose. Some may need assistance. Some may need help with sits and downs. Show them how to lure the sit or down if necessary, and also tell them to only lure 3-4 times.

WARM-UP AND CONTROL.

It is important all people learn to warm their dogs and themselves up before doing agility. As well as loosening up muscles and minimising chance of injury for both dog and handler, it also gets the dogs and handlers paying attention before they start agility.

Spend a brief time on this at the start of every session, although handlers should warm dogs up well before class. Work as a group where possible. Dogs must be on lead.

- ◆ Static Downs – lure and click for down (no stay yet)
- ◆ Circle Work. Run in big circles, then do a post turn with the toy behind your back. This is to test the dog's understanding of the reinforcement zone ie. the dog should not blind cross the handler.
- ◆ With the dog on the right, and the toy in the left hand, turn 180° (ie front cross) then immediately reinforce. Switch from running in a straight line, throwing the toy, and a front cross to keep high drive.
- ◆ Change direction twice so dog will be on handler's outside and inside.

RESTRAINED RECALLS

Get someone to restrain the dog and move ahead of the dog by a few metres. Hide the toy in front of the body, with your back to the dog. Stand still. Call the dog and reward it for driving to the reinforcement zone in front of you.

Continue to train running to the toy as worked on last week, and mix up the 2 exercises with the handler running and standing still.

COORDINATION AND BACK END AWARENESS

Wobble Board

Reward for anything offered. Work toward the dog confidently sitting, standing, twisting, begging etc on the wobble board. This trains coordination.

Ladder

Reward several times for stepping into the ladder. Don't expect the dog to finish the whole ladder first up. The dog can come in from the side & move across it. Don't lure. Give rapid reinforcement first up. Reward with the dog's head level, not up.

The aim is to have the dog trotting through the ladder so that all 4 legs work.

TEACHING THE OBSTACLES: INTRODUCTION OF THE FLEXI TUNNEL

- ◆ Send after food or toy Dog and handler start at the same end. Toss treats/toy into the tunnel. The dog should make a move to go and get the treats/toy. Click any forward movement at all (does not have to go all the way through, even a nose in the tunnel is sufficient). Play with toy at other end.

- ◆ Recall The handler sits or downs the dog really close to the tunnel entry. The handler goes to the other end of the tunnel in a position so the dog can see them. The handler calls the dog to them. Praise/reward. Repeat.

Do NOT PUSH the dog. At no time must the dogs be placed in a stressful situation where they might bite – ie. frightened dogs MAY BITE.

TARGETTING

1. Review targetting of the mat.
2. The dog touches the target mat irrespective of where it is.
3. As the dog gets better ask for more distance and more independence – the handler should move away from the target.
4. Distractions: Make sure to change everything around the dog so that the only consistency is the target mat, ie, different places, different position of dog relative to handler, different distance from dog, different body position of handler, other people and animals around.
5. If the dog is still not sure, use food on the target, and use the clicker to mark the desired behaviour.

TEACHING THE OBSTACLES: HURDLES IN A CIRCLE

The hurdles have been placed in a circle this week, with poles on the lowest lug. Some luring may be required, but what we are aiming for is the dogs starting to look for the next jump. If the

dog goes around the jump , DO NOT take it back. The dog should always keep moving forwards, or they will become discouraged.

You can start by clicking and treating each jump, then 2 jumps, then 3 jumps etc.

Give the handlers a challenge:

If you can get your dog to do 3 in a row, you can have a lolly! OR

If you can get your dog to do 4 in a row, you can have a lolly! Etc

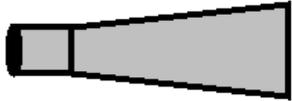
If they can do this, stop and let someone else have a turn. However don't let them go round till they get exhausted!!

This week they can run as close to the hurdles as they want to.

Once the dog is confidently doing the jumps handlers can include direction commands.

HOMEWORK

Circle work, targeting

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WEEK FOUR.

Week FOUR Class Outline

1. Warm-up – Circle Work
2. Restrained recalls
3. Collapsible tunnel
4. Flexi tunnel
5. Hurdles
6. Targeting
7. Homework

WARM-UP AND CONTROL

It is important all people learn to warm their dogs and themselves up before doing agility. As well as loosening up muscles and minimising chance of injury for both dog and handler, it also gets the dogs and handlers paying attention before they start agility.

Spend a brief time on this at the start of every session, although handlers should warm dogs up well before class. Work as a group where possible. Dogs must be on lead.

- ◆ Jog in small circles, dog on the left and right.
- ◆ Do several changes of direction.
- ◆ Reward in reinforcement zone in front of handler.

RESTRAINED RECALLS

Get someone to restrain the dog. Move a few metres from the dog. Holding the toy, verbally release the dog, run then stop. Reward for driving to the reinforcement zone. Say 'get it' just before the dog gets to the toy.

Later, you can use two toys, one out in front of the dog, the other in your hand. If you stop the dog should ignore the toy on the ground and return to the handler. Make it harder by moving closer to the toy on the ground. Mix it up and occasionally run on to the toy on the ground.

Work on all 3 recalls worked on in the last 2 weeks – running with the dog to the toy, standing still, and running then stopping. Emphasize drive and ensure the play is vigorous. Work all of these on both sides.

TEACHING THE OBSTACLES: INTRODUCTION OF THE COLLAPSIBLE TUNNEL

Preferably use a shortened tail. The tail is held so that it is open and the dog can see through it.

- ◆ Send after food or toy Dog and handler start at the same end. Toss treats/toy into the tunnel. The dog should make a move to go and get the treats/toy. Click any forward movement at all (does not have to go all the way through, even a nose in the tunnel is sufficient). Play with toy at other end.

TARGETING

Drive to the target is very important. Use food or a toy, whichever gets the dog most excited. The dog puts his feet on the target, and is verbally released to reward of toy or food. Ideally the dog should not be released to come straight back to handler. You don't want the dog touching then turning its whole body to look back at the handler, rather looking ahead for the next thing to do.

HOMEWORK. Circle work, targeting, jumps.

WEEK 5

Week FIVE Class Outline

1. Warm-up – Circle Work
2. Targeting
3. Hoop
4. Hurdle module
5. Flexi tunnel
6. Collapsible tunnel

WARM-UP AND CONTROL

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Spend a brief time on this at the start of every session, although handlers should warm dogs up well before class. Work as a group where possible. Dogs must be on lead.

- ◆ Jog in small circles, dog on the left and right.
- ◆ Do several changes of direction.
- ◆ Reward in reinforcement zone in front of handler.

(As the dog becomes confident the instructor can slowly lower the tail so that the dog is pushing against it. The final step is for the instructor to allow the dog to push through the tunnel by itself. Do not rush these steps.)

Ensure the tunnel is straight before a dog is put through it. If a dog gets caught in the tunnel make out that it was really funny so the dog does not become scared of it. Or it may have a problem with tunnels for a long time!

Encourage speed through the tunnels by having handler run a short distance after the tunnel. USE Heavy sandbags to hold tunnels in place.

Encourage handlers to toss sheets, towels etc over their dogs at home to increase their confidence and enjoyment.

TEACHING THE OBSTACLES: INTRODUCTION OF THE HOOP

Start with the hoop on the ground or at mini height .

Click as dog goes through or even click for the first few times if it puts its head through.

Toss toy or treat or lure (for 4 times maximum) to encourage dog to jump through.

TEACHING THE OBSTACLES: COLLAPSIBLE TUNNEL

If necessary continue to hold up the tail so that the tunnel is open and the dog can see through it.

(As the dog becomes confident the instructor can slowly lower the tail so that the dog is pushing against it. The final step is for the instructor to allow the dog to push through the tunnel by itself. Do not rush these steps.)

Ensure the tunnel is straight before a dog is put through it. If a dog gets caught in the tunnel make out that it was really funny so the dog does not become scared of it. Or it may have a problem with tunnels for a long time!

Encourage speed through the tunnels by having handler run a short distance after the tunnel. USE Heavy sandbags to hold tunnels in place.

MODULE: HURDLES

Hurdles: at least two of the hurdles should be at midi height (for maxi dogs). Make the circle slightly larger or smaller depending on the success of the class (smaller circles will be easier to achieve). Encourage handlers to throw toy as dog jumps last hurdle to help with drive.

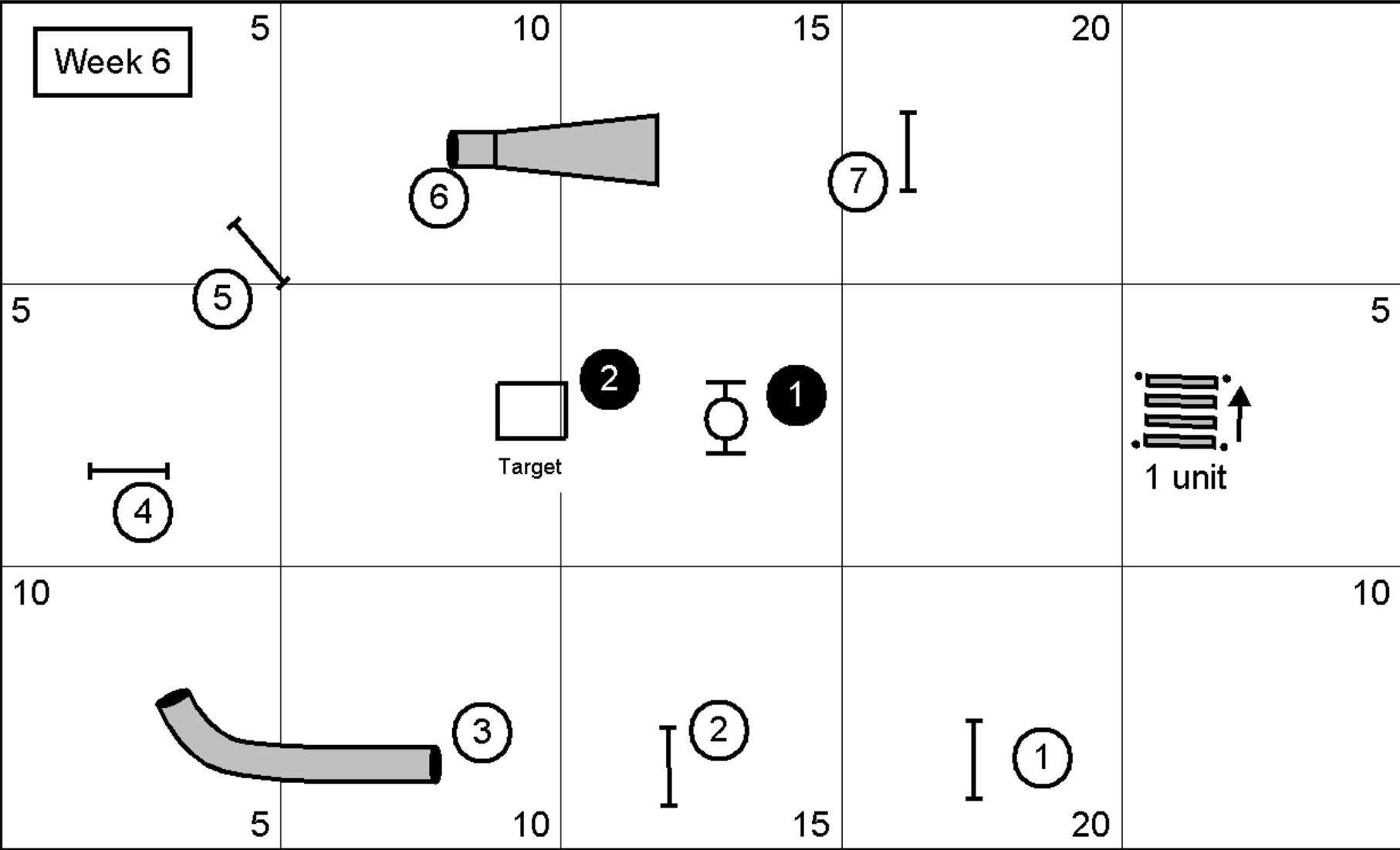
TARGETING

DISTRACTIONS. Easily practised at home.

You can use food or toy distractions, the dog must hold the position while the handler places pieces of food/toy around the dog, and then releases the dog to eat the food/play. Start with one piece of food or toy placed some distance from dog. Verbally release to toy and play. It is important to reward staying on the target and the release as two behaviours.

HOMEWORK

Circle work, targeting, jumps.



WEEK SIX

Week SIX Class Outline

1. Warm-up: Circle work.
2. Targeting
3. Long jump
4. Hoop
5. Tunnel/hurdle module
6. Homework

WARM-UP AND CONTROL

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Spend a brief time on this at the start of every session, although handlers should warm dogs up well before class. Work as a group where possible. Dogs must be on lead.

- ◆ Jog in small circles, dog on the left and right.
- ◆ Do several changes of direction using direction commands.
- ◆ Reward in reinforcement zone in front of handler.

TEACHING THE OBSTACLES: INTRODUCTION OF THE LONG JUMP.

Start with 1 unit of the long jump.

It is important the dog never learns that it can run across the elements without jumping because it is a hard habit to break. Don't let handlers over-extend their dogs. The one element placed right side up is easy for the majority of dogs.

Teach in the same way as the jumps. Don't forget the praise. (The number of units will be increased over the next few weeks). Practice with and without corner poles.

TUNNEL/JUMP MODULE

Encourage handlers to lead out progressively further, facing the direction the dog is going. Work on speed and accuracy. Ensure significant reward is given to encourage drive.

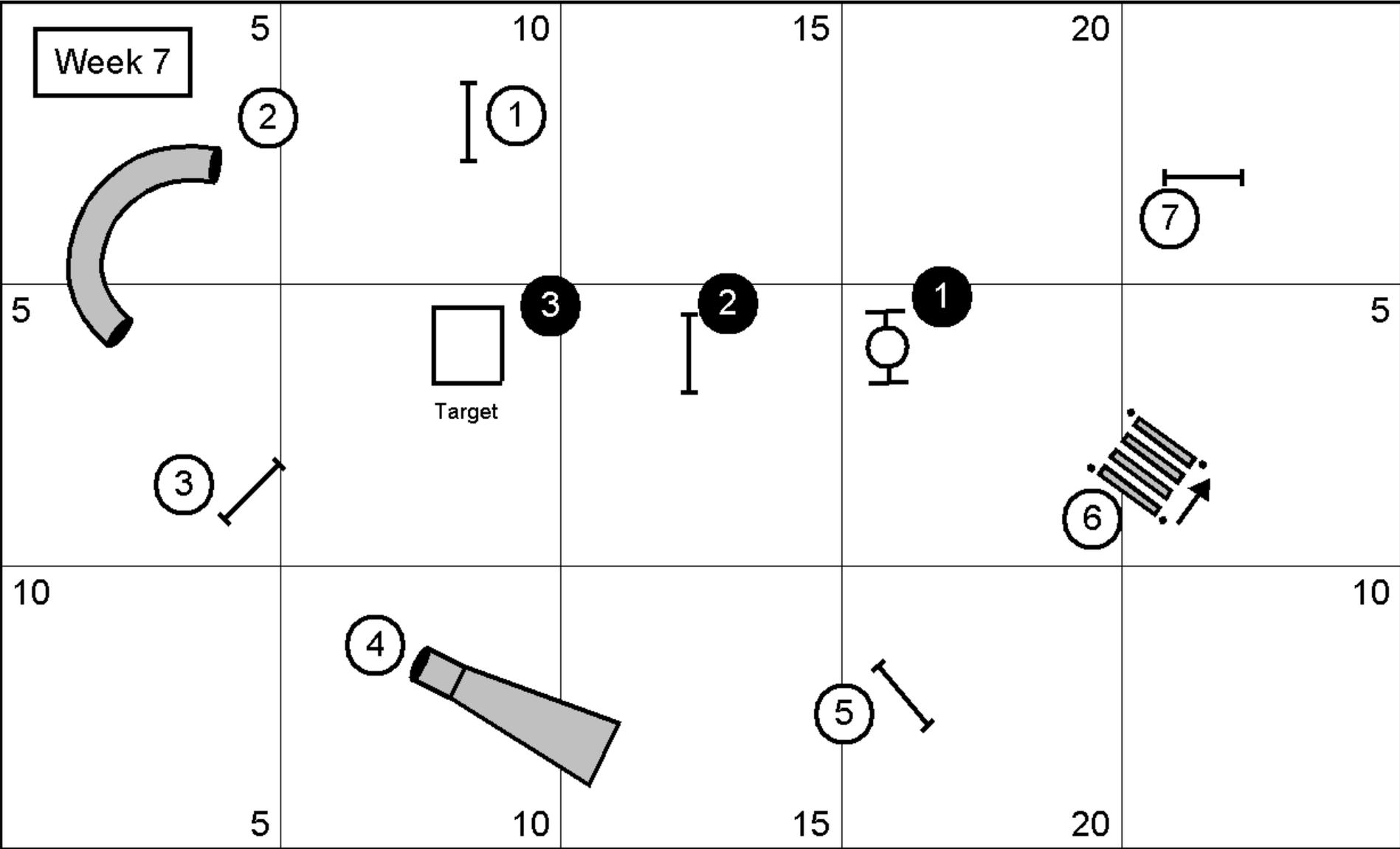
TARGETING

Distractions: Make sure to change everything around the dog so that the only consistency is the target mat, ie, different places, different position of dog relative to handler, different distance from dog, different body position of handler, other people and animals around.

Aim: The dog puts its feet on the target, and is released to reward of toy or food or piece of equipment. Ideally dog should not be released to come straight back to handler. You don't want the dog touching then turning its whole body to look back at the handler, rather looking ahead for the next thing to do.

HOMEWORK.

Circle work, targeting, stays for 30 seconds.



WEEK SEVEN.

Week SEVEN Class Outline

1. Warmup – circle work
2. Targeting: food and other distractions
3. Long jump, hoop, tunnel module
4. Homework

WARM-UP AND CONTROL.

It is important all people learn to warm their dogs and themselves up before doing agility. As well as loosening up muscles and minimising chance of injury for both dog and handler, it also gets the dogs and handlers paying attention before they start agility.

Spend a brief time on this at the start of every session, although handlers should warm dogs up well before class. Work as a group where possible. Dogs must be on lead.

- ◆ Jog in small circles, dog on the left and right.
- ◆ Incorporate sit and down into the circle work.

TARGETING

Distractions: Make sure to change everything around the dog so that the only consistency is the target mat, ie, different places, different position of dog relative to handler, different distance from dog, different body position of handler, other people and animals around.

Aim: The dog puts its feet on the target, and is released to reward of toy or food or piece of equipment. Ideally dog should not be released to come straight back to handler. You don't want the dog touching then turning its whole body to look back at the handler, rather looking ahead for the next thing to do.

TEACHING THE OBSTACLES: LONG JUMP 2 units

2 units (unless a mini).

Practice:

- sending the dog over the long jump to a toy or food bag
- getting dog to wait and then recalling it over the long jump
- run with the dog on the left and right

TEACHING THE OBSTACLES: HOOP

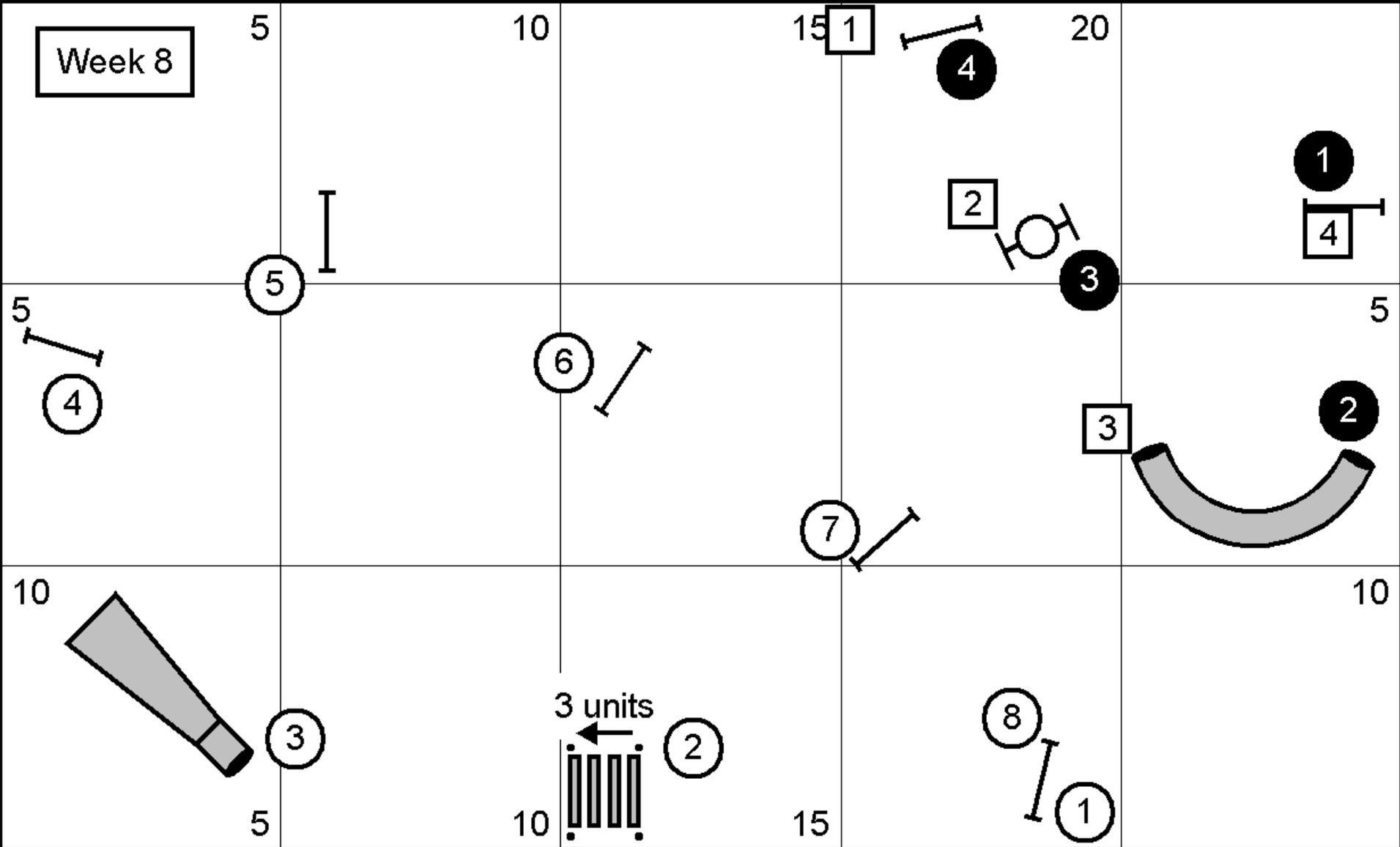
Start with hoop first then the hurdle to get drive out of the hoop. Then start with the hurdle to encourage independent execution of hoop.

MODULE: TUNNELS/HOOP/HURDLES

Work on speed and accuracy. Keep talking to dog while in the collapsible tunnel to help them come out the right way. Ensure significant reward is given.

Homework

Circle work, targeting, directionals, jumping.



WEEK EIGHT.

Week EIGHT Class Outline

1. Warmup – circle work
2. Targeting – food & other distractions
3. Long jump/collapsible tunnel module
4. Jump/hoop/flexi tunnel module
5. Homework

WARM-UP AND CONTROL.

It is important all people learn to warm their dogs and themselves up before doing agility. As well as loosening up muscles and minimising chance of injury for both dog and handler, it also gets the dogs and handlers paying attention before they start agility.

Spend some time on this at the start of every session. Work as a group where possible. Dogs must be on lead.

- ◆ Stays: sit and down. Ask handlers to sit and/or down their dogs. Dogs should be able to sit/down for a count of 30. This week we are going to incorporate both arms and leg movement. If the dogs stay they will be click and rewarded.

TEACHING THE OBSTACLES: TARGETING

The aim is reliable, driven foot touches. The dog should be able to perform this behaviour despite distractions.

MODULE: LONG JUMP/HURDLES/COLLAPSIBLE TUNNEL

Encourage drive over the hurdles to the finish, throw toy when dog committed to last hurdle.

MODULE: HURDLES/TYRE/FLEXI TUNNEL

Work in both directions. Aim for independent performance of tunnel, urging handler to maintain distance from dog.