

MY AGILITY DOG CAN DO THAT!!!!!!!!!!!!!!

Need:

Cone
Weave, seesaw, dogwalk
Sequence for RFP and counter rotation.
Gamble of 5 obstacles x 2
5 jumps in a row for the lead out
8 jumps set at random
3 cups
toys
basket
newspaper.
Egg timer

Rules.

4 teams of 5 dogs per Team.

Throw the dice to see which team goes first.

1st team chooses a card. Choose a team member to do the task. Get 30 secs to do the task.

Then team 2 etc.

Everyone gets ONE turn only.

Can use someone else's dog.

Treats and toys OK to be used.

Team with the most points wins!!

SHELL GAME.

Turn 3 cups over on a smooth surface. Place a Treat under one cup. Make sure the dog see you Do this. Rearrange the cups like the old shell game. Dog must knock over the correct cup WITHOUT knocking over any others.

VALUE: 10 points

PICK UP YOUR ROOM.

Dog must retrieve a toy and place it in a basket 2 metres from the player. Basket and Player must remain stationary.

VALUE: 10 points

DOGGIE PUSH-UPS.

Dog must sit, lie down, sit up, lie down, sit up, lie down, sit up. Lie down (4 times each) in rapid sequence.

NOTE: If the rump leaves the floor – no points!

VALUE: 8 points

PUPPY BOWLER.

Set up 3 cups as pins, 4 metres away from dog. Dog must knock down all 3 pins.

RULES: Player starts next to dog but must always remain BEHIND dog.

VALUE: 7 points.

SO YOUR DOG CAN STAY?

Dog must sit and stay while handler gets down on all fours and crawls 2 metres away.

VALUE: 12 points.

RING A ROSIE.

Dog must go around a cone placed 4 metres away from the handler. Handler must stay in the same place.

VALUE: 3 points

DO THE HOKEY POKEY!!

Place newspaper on floor. Dog must put its right paw on, take its right paw off, put its left paw on, take its left paw off, and turn itself around.

VALUE: 9 points.

REVERSE FLOW PIVOT

Handler and dog must demonstrate a RFP on a sequence of not less than 3 obstacles.

VALUE: 5 points

RELAY RACE.

Player and dog start next to each other. Dog must sit stay while PLAYER runs around a chair/cone placed 2 metres away and returns. Then the DOG must run around the chair and return.

VALUE: 10 points.

COUNTER ROTATION.

Handler and dog must successfully perform a counter rotation on not less than 3 pieces of equipment.

VALUE: 5 points

<p>WEAVE CROSS BEHIND.</p> <p>Player performs a cross behind the dog at the weave.</p> <p>VALUE: 3 points DOUBLE if Player performs a cross behind to finish the weave with the dog on the player's right side.</p>	<p>GAMBLES CHOICE.</p> <p>Handler must get dog to perform a gamble of 5 obstacles.</p> <p>VALUE: 1 point per obstacle.</p>
<p>CROSS BEHIND at SEESAW.</p> <p>Player performs a cross behind the dog at the seesaw.</p> <p>VALUE: 3 points</p>	<p>LEADOUT MAGNIFICO!</p> <p>Lead out to 5 jumps. Handler leaves dog at start while handler goes to chosen spot.</p> <p>VALUE: 1 point each obstacle successfully completed by the dog. DOUBLE points if handler can then send dog back to the start.</p>
<p>FRONT CROSS at seesaw.</p> <p>Player performs a cross in front of the dog at the seesaw.</p> <p>VALUE: 3 points</p> <p>DOUBLE if dog gets contacts.</p>	<p>FIGURE-OF-EIGHT</p> <p>Handler to perform Figure-of-eight with dog on the outside at all times.</p> <p>VALUE: 3 points.</p> <p>DOUBLE if no treats used.</p>
<p>FRONT CROSS at DOG WALK.</p> <p>Player performs a cross in front of the dog at the dog-walk.</p> <p>VALUE: 3 points.</p> <p>DOUBLE if dog gets contacts.</p>	<p>LOVE YOUR DOG.</p> <p>Leave dog in a sit between 4 other players and go 5 metres away. Call dog. Other players can also call dog.</p> <p>VALUE: 2 points.</p>
<p>GAMBLES ANONYMOUS.</p> <p>Handler must get dog to perform gamble of 5 obstacles.</p> <p>VALUE: 1 points each obstacle done successfully.</p>	<p>JUMPERS REVENGE.</p> <p>Eight jumps are set up in a random fashion. Handler must get dog to clear all 8 jumps with no knockdowns, no refusals, no jump to be done more than once.</p> <p>VALUE: 5 points. DOUBLE if player can then get dog to do the jumps in the reverse sequence.</p>