

Agility Fundamentals

Week 1:

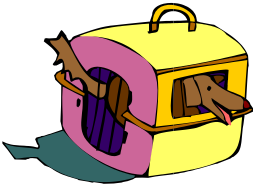
*Discuss:

- SAFETY
- Awareness of dog
- Maintain 3' bubble
- reward schedule (4+ to 1-)



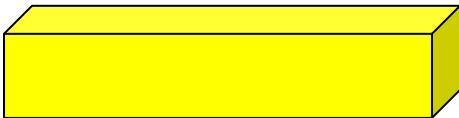
*Building value to play

1. With owner
 - a. The Name Game
 - b. "Gotcha" Game
2. With toys
3. Discuss using play as reward



*Crate games

- Goal: -To create comfort level for dog in crate.
-To teach dog to go to crate on command.
-Dog learns to stay in crate on command and exit only upon release



*Target Boards

- Goal: - Teaching dogs to "target" or "spot"
-Introduce concept of 2on/2off on contacts
-Begin allowing dog to navigate narrow board (aligning/controlling rear feet)



*Mats

Goal: - Teach dogs to “Go to place and settle”

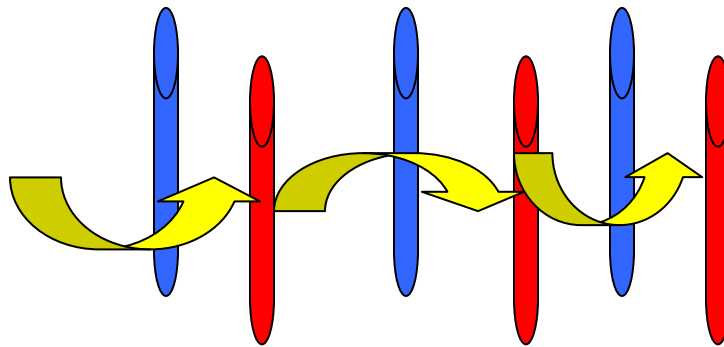
-Place to practice sit-stays and down-stays during wait time



*Recalls with Distractions and Distance

Goal: -Begin gaining long-leash/off-leash control of dog

-Giving more value to owner than obstacles/distractions



*Introduction of Obstacle – Weaves (Channel Set/Caged)

Goal: Teaching dog concept of “wait” until released

DEMO BY AGILITY TEAM

-Introduction of weave poles

-Owner on left side

-Owner on right side

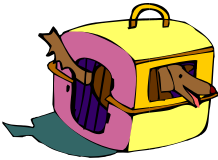
-Call thru center

Week 2

Warm-ups

- play with owner
 - a. The Name Game
 - b. "Gotcha" Game
 - c. Play-Recall-Play
- play with toys
- continue to build value in play

Crate Games



- *Continue building comfort level
- *Build distance from crate
- *Build time in crate before release

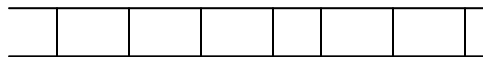
Target Boards

- *Practice 2 on/2 off
- *Practice "spot" or "target"



Teaching rear-end placement

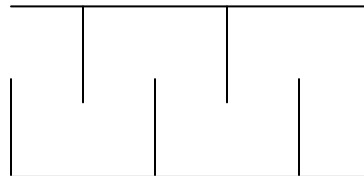
- *Ladder



- Goal: Teaching rear-end placement of feet
- Practice "targeting" at end of ladder

*Tellington Maze

- Working on focus
- Teaching dog placement of body and reading handler body language
- Building teamwork between dog and handler



*Wobble Board

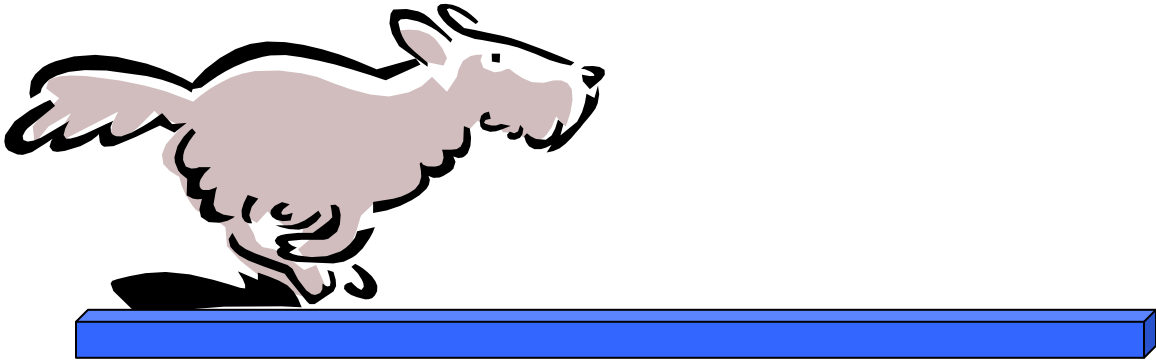
- Goal: Allowing dog to feel movement of board
- Introducing the concept of dog controlling motion of board





Introduction of Obstacle Modified Dog Walk
DEMO BY AGILITY TEAM

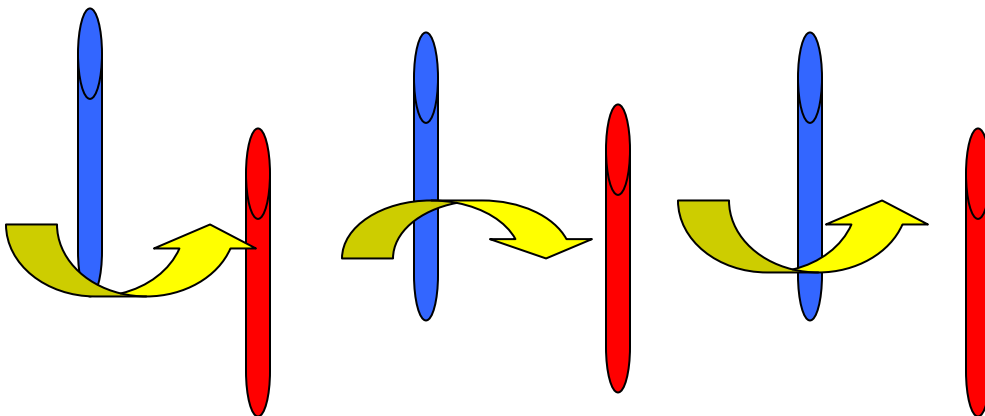
- Floor level dog walk (work left and right)
- Have dog target at end of board
- Build comfort level of dog on board



In Between Exercises Each Dog Should Practice Sit-Stays, Down-Stays and “waits” on mats.

Weave Poles

*practice left, right and call-thrus



Week 3

Warm-ups

- play with owner
 - a. The Name Game
 - b. Gotcha Game
 - c. Play-Recall-Play
- play with toys
- continue to build value in play

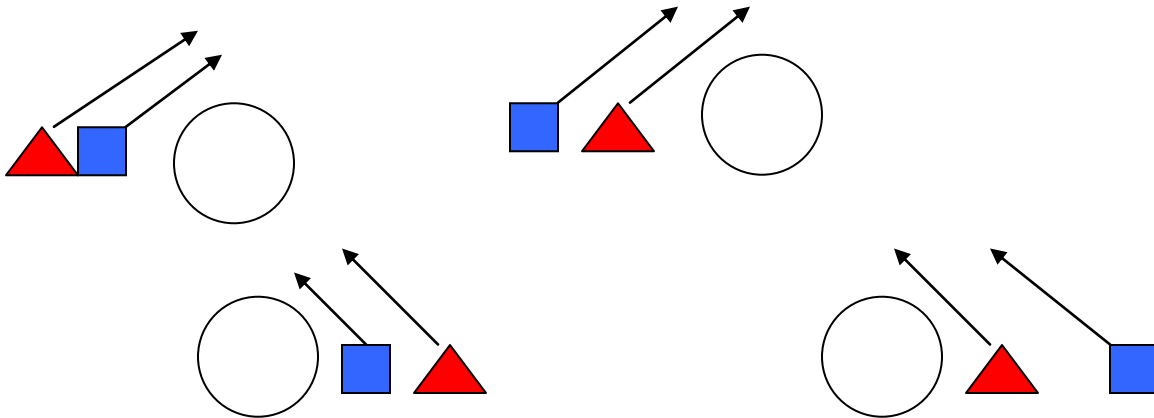
Crate Games

- *Continue building comfort level
- *Build distance from crate
- *Build time in crate before release

Target Boards

- *Practice 2 on/2 off
- *Practice “spot” or “target”

Introduce Circle Work



Introduction of Obstacle – Tunnel



DEMO BY AGILITY TEAM

Timing Exercises

Goal: To improve handler timing and reinforcement

1. All dogs will be crated.
2. Handlers will be paired (1 “handler” and 1 “dog”)
3. “Find the Object”
4. Tennis Ball Bounce
5. “What do you want?”

Weave Poles

1. Left
2. Right
3. Call thrus

Dog Walk

1. Left
2. Right
3. Practice target

Ladder

1. Left
2. Right

Mats

1. Sit-stays
2. Waits
3. Down-stays
4. Recalls with distractions and distance