AGILITY TRAINER

4-H Dog Project

COMBINING OBSTACLES TO CREATE COURSES

COMBINATIONS
- Start with small combinations of 2 or 3 obstacles.
- Work up to larger combinations.
- Jumps are the glue. (jump-tunnel jump)
- Use 3 or 4 jump combinations every practice all levels.

Beginners/Elementary = straight  curved  angled  offset  turns

Inter/Sen/Adv. = (Unlimited jump combos)  2 (bow)  3 (lines)  4 (box style or pinwheel)

SPACING
- Between obstacles, 18’ is ideal (15’ - 18’ is good).
- Never go below 12’ (minimum).

ANGLES
- Beginner/Elementary = 45 degrees or less
- Intermediate/Senior = 90 degrees or less
- Advanced = one 180 degree turn
  (Never an angle to the long jump and minimal angles to contact obstacles, tire, and weaves)

CROSSINGS (Intermediate, Senior, and Advanced)
- 20’ to 21’ between obstacles at the crossing area.
- Never put the upside of the seesaw in a crossing

DISCRIMINATION ((Advanced)
- Tunnels under or adjacent to other obstacles.

CALL-OFFS (Advanced)
- Dummy jumps can be used only in Advanced.

FULL COURSES

BEGINNERS AND ELEMENTARY
- 10 obstacles (A-frame, pause table, tunnel, chute, and 6 jumps).
- U-shape (straight forward).
- S-shape (requires a side change).
- M-shape (tighter and more difficult).
JUMPERS I
- 10-13 obstacles (1-3 tunnels and jumps).
- May be performed either on or off leash.
- Up to 2 crosses and 2 side changes.

INTERMEDIATE
- 12-14 obstacles (add dogwalk, long jump, tire, and weaves).
- Figure 8 shaped.

SENIOR
- Figure 8 shaped.

JUMPERS II
- 13-16 obstacles (add tire).
- Pinwheels are acceptable.

ADVANCED
- 16-20 obstacles (add double jump and a single bar jump).
- Must cross its own path 2 to 3 times.
- Tunnels under contacts and dummy jumps allowed.

JUMPERS III
- 16-20 obstacles (add double jump and single bar jump).
- Serpentines and threadles allowed.