AGILITY TRAINER

4-H Dog Project

WHAT TRAINERS AND HANDLERS NEED TO KNOW

TRAINERS SKILLS

- Watch for leash actions.
- Watch for late commands.
- Watch for conflicting body language.
- Watch for bad hand signals.
- Watch for proper position (inside of curves).
- Help handlers learn if the dog pushes or pulls.
- Help handlers learn when to speed up or slow down.
- Help handlers learn to trust their dogs.

HOW TO HANDLE ERRORS

- No “downer” noises.
- Keep the dog moving forward.
- Try switching sides.
- Place and call through (tire).
- Pass through side wings of a dropped bar.
- Touching the dog for a 5 point fault if necessary.
- Downing the dog on the table problems.

WHAT ELSE TO TEACH

- Beginners/Elementary – side changes at table and tunnel.
- Intermediate/Senior – moving side changes.
- Advanced – call offs and discrimination.

WALKING THE COURSE

- 1st time – learn the numbers (where you are going).
- 2nd time – dog’s point of view.
- 3rd time – handler’s positioning.
- 4th time – run with hand signals and voice commands.

HAVE MORE FUN WITH GAMES

- They promote healthy competition and sportsmanship.
- They help handlers find their dog’s strengths.
- They help build more skills.
- They help handlers get to know their dogs better.
- They help students have more fun and stay engaged.
- They promote more “homework” time spent with their dogs.
**GAME IDEAS**

- Send dog from the farthest back.
- Knock out competition.
- Guess how long it will take you and your dog too....
- Fastest down on the table.
- Run a course without any voice commands.
- Run a course with no hand signals.
- Leave your dog and call over the most obstacles.
- Pairs Relay
- Gamblers
- Snooker