



- Dogs Barking
- Children running leashes
- Wind blowing flags
- Noises
- Aggression towards other dogs
- Waiting in line for a run

Dealing with Trial Stress

- The Mental Game for the Dog
- Adding Layers of Complexity
- Confidence Building Games for Dog
- Start lines under pressure

Dog's skills

Dog's Course Running Needs

- Full courses vs sequencing
- When to take on a test trial run
- Proper Warm Up
- Proper Cool Down
- Pre Run Routine For Dog
- Planning on walk thru

Strategy

5. Specialize

- Pre Run Routine for Handler
- POAs after a run for next practice session

The Mental Game for the Handler

Handlers Skills

Handler's Course Running Needs

- Confidence building games for handler
- Remembering complex sequences
- Start line routine

- Understanding dog's ring arousal
- Recovering mid run when something doesn't go to plan

Mental Game

- Ignoring distractions
- Dealing with disappointment
- Dealing with "unfriendly" atmosphere
- Having a plan when dog's performance is unexpected

- What he should see next
- How to get him to avoid off courses
- Predicting dog's stride
- Minimizing dog's questions

Understanding Your Dog's Line

Increasing Complexity By Connecting Two Obstacles In Sequence

3. Generalize

- Handler's Skills: All skills from previous section challenged with increasing complexity.
- Dog's Skills: All skills from previous section challenged with increasing complexity.

- Creating Clarity
- Adding dogs "top speed"
- Adding complex handling maneuvers
- Know common agility pattern recognition
- Introduction of new obstacles
- Longer lead outs and start line issues
- Adding artificial excitement
- Tunnel sucking
- Dealing with downed bars
- Contacts in sequence (quick release vs early release)
- When to move on

Increasing Challenge and Complexity by adding Maximum Speed in 3-5 Obstacle Sequences

4. Maximize

Handling360 Blueprint to Agility Success

2. Handlers Skills

- Front cross
- Rear Cross
- Threadle
- Back side
- Wrap wings
- Serpentines
- Distance Handling
- S-Turns From Back Side
- Blind cross execution
- K-Turns
- Straight lines
- Smoothness
- Cue the dog to stay out or come in
- Running and executing handling moves above

Dog's Skills

- Ignore The Handlers Motion when cued to keep going
- Ignore Obstacles & Drive With Handler
- Responding Timely to Handlers cues
 - Front Cross
 - Rear Cross
 - Threadle
 - Back Side Cue
 - Serpentine Cue
 - Extension
 - Pin Wheels
 - Send N Go
 - 180 / 270
 - Collection Cues
 - Extension
 - Turning
 - Threadle Cue
- Balance in Value
 - Balance in drive for back side and front side of obstacles
 - Balance in drive for handler and obstacles while in motion
 - Balance in drive for all obstacles

1. Personalize

- Dog's Focus
 - Consistent focus for work throughout session
 - Consistent drive for all equipment
 - Strong value for handler so will come away from all toys or food or other prey.
 - Strong value for obstacles to drive out independently
 - Strong value for handler to come off of wrong obstacles
- Staying Thoughtful in Drive
 - Impulse control to hold start lines
 - Impulse control to hold contacts
 - Keeping Jumps up when overly excited
 - Ability to react to handler late cues

Handler Dealing With Stress

- Ability to react
- Ability to keep Connection with Dog
- Recognizing dog is stressed
- Recognizing they are stressed themselves

Dog's Body Awareness

- Independent awareness of paws
- Independent awareness of back end as unit
- Weight shift for collection
- Flexibility for turns, weave poles etc
- Strength, flexibility, proprioception for injury prevention
- Measure body awareness for information about dog's preparedness and fitness

Handler Body Awareness

- Body Language to encourage drive away from them
- Body Language to encourage collection from dog
- Consistent body language to cue front, rear & blind crosses.
- Control over own body to show forward motion or deceleration, running skills
- Ability to multi task: control body cues, verbal cues, watch obstacles and remember the course
- Timing of Cues Appropriate for Dog

Dog's Jump Skills

- How to use body appropriately
- Knowing proper take off
- How to read distances
- How to guage when ot add stride
- Ability to recover if jump misjudged / handler cues late or incorrect
- How to keep bars up
 - While turning tightly
 - Coming out of tunnels
 - Straight aways
 - First jump on course
 - When exceleating
 - From backside
- Jumping in Extension When Cued
- Jumping in Collection When Cued

