



## Class Objectives and Assessment Skills

This list is of *required classes and their objectives*. Students wishing to skip classes must schedule an assessment showing their ability to perform all objectives of that class.

To schedule an assessment, please use this [form](#).

### Essential Skills 1

- Handler can enter ring and engage dog to work without excessive time sniffing or acclimating.
- Handler can remove leash without the dog leaving the working area, and return the dog to leash without any negative effects.
- Handler can move dog from different working locations and reset repetitions without turning her back on him or allowing him to disconnect/sniff.
- Handler understands what a training loop is, why it is important, and how to create a loop with the use of placement of reward, transports, and personal interaction.
- Handler can call dog to her side and her front, rewarding in the right location with the correct reward presentation.
- Dog tolerates being held or restrained by a stranger, and can focus on the handler/task in front of him.
- Handler understands what a location specific marker is, how to use them, and has at least two functional markers.
- Handler understands basic toy play skills and how to present toys/make them move to engage the dog's prey drive.
- Handler understands that dogs do not perceive errors and we'd like to keep it that way! Handler does not respond to errors in a negative way (from the dog's perspective) and has a protocol to continue the repetition, get the dog to a reward, and address the instructor for help after the dog has been tended to.
- Dog ignores/responds positively to different sounds in his environment.
- Dog confidently investigates new/different surfaces presented in his working area.

Overall, for teams to pass this class, they must understand how to take care of their dog in a working environment, how best to reward them, and how to balance a personal and working relationship with their dog.

## **Essential Skills 2**

- Handler has a variety of focus games to play with the dog in new environments and dog can offer focus for work.
- Handler has a well thought out startline routine with clear criteria as it would be needed on an agility course. Startline is practiced and proofed. Team understands release cues.
- Handler has shaped a cone wrap and can be used in setting up other training loops.
- Handler has conditioned a location specific marker for a reward being behind them for use in their startline training.
- Handlers understand the importance of warming up and cooling down their dogs before and after any type of sport training.
- Dog has a table performance with an automatic down. The down is proofed with movement and distractions and can be used later in obstacle training loops or stationing.

This class prepares teams for advanced training skills, so there should be a understanding of duration, distance, and distractions and how to increase criteria gradually so to not overwhelm their dog in any training situation.

## **Agility Handling 1**

- Handler understands the 7 handling elements and how their dog responds naturally to them.
- Handler understands and uses the 3C's when working with her dog.
- Handler understands how best to reward her dog.

## **Agility Handling 2**

- Dog has a 60/40 balance of obstacle/handler focus.
- Handler understands the use of a human dog and virtual dog for training.
- Team presents no issues within these foundation exercises that require more training.

**Agility Handling 3** - AgH3 has multiple types classes. Some are required for access into level 4 classes. Agility Handling 3 includes Technique Training (1-4), Technique Application, and Ready to Compete. There is no way to skip these classes.

## **Agility Obstacles 1**

- Dog can walk on boards/planks and moving objects
- Dog tolerates/responds positively to the teeter banging noise

- Dog can complete a 15-20 foot curved tunnel
- Dog understands to run through channel weaves to a pre-placed reward
- Dog successfully navigates the wing alley

### **Agility Obstacles 2**

- Dog has a named end-behavior on a tippy board for use on the teeter. (4on or 2o2o)
- Dog has a named end-behavior on a board/platform for use on the dogwalk. (2o2o)
- Dog has a named end-behavior on the box for use on the a-frame. (running/hit it box)

### **Agility Obstacles 3 - AgO3 is two 8-week sessions.**

In the first 8-weeks,

- Dog can complete the full height obstacle with solid criteria for the end behavior.

In the second 8-weeks,

- Dogs can complete full height obstacles in sequences, and handlers understand different reward strategies for the obstacles.

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