

Goals of this class:

- 1. Learn about what skills are required to compete in the three levels of AKC obedience.
- 2. Learn some fundamental obedience competition skills that will allow you to go on to more advanced classes at ADOG.
- 3. See that you have fun with your dog!

Your responsibilities

- 1. Bring needed equipment to class
 - a. Buckle or snap closure collar (prong collar of needed)
 - b. 6-foot leash
 - c. Bed or mat when needed
 - d. LOTS of cookies that your dog will work for (dog treats, strips of hotdog or cheese, etc.)
- 2. Do your homework
- 3. Read the AKC obedience rules
- 4. Understand that learning to be a great obedience competition team is a process and takes time and practice

If you want to compete in AKC Obedience Trials

Your dog needs to know how to:

- 1. Pay attention to you
- 2. Respond to your body cues
- 3. Respond to commands while at your side
- 4. Respond to commands at a distance (Circular Signals)
- 5. Heel at your side (Circle of Control, right turns only with dog on the outside
- 6. Sit straight at your side
- 7. Sit straight in front of you
- 8. Stay in sit or down position when told (and release for next exercise)
- 9. Retrieve things
- 10. Respond to directions (as in directed retrieve or directed jumping)
- 11. Come when called
- 12. Jump things
- 13. Go to something
- 14. Maintain self-control
- 15. Ignore distractions
- 16. Do the exercises promptly and willingly
- 17. Appropriately relieve stress

While teaching the dog new things:

- Do not rush to help them. They can figure things out for themselves or they can learn "helplessness"
- Teach wrong using the chair and lots of cookies
 - Then, you can tell the dog that they made the wrong choice—this is information for the dog

Handy tricks

- Tap
 - Rub hotdog on palm and hold palm in front of dog
 - Once she offers to touch your palm, add the command "tap"
- Left
 - With dog sitting between your feet, lure into left circle with cookie
 - Move forward as the dog comes forward
 - Feed in "cookie delivery position"
- Bounce
 - Have a cookie in each hand
 - Dog gets a cookie for jumping up
 - Can use this right after removing leash in the obedience ring, then move to the starting position for the first exercise
- Wrist flip
 - \circ In the cookie delivery position, hold treat in your palm with palm facing dog
 - Once you have dog's attention, flip your wrist so the cookie is facing to the back
 - Let the dog work itself around so that it is now facing forward, with nose to cookie
 - Be patient and let the dog work it out
- Bop
 - Stand with your dog and you facing the wall
 - Using a cookie, encourage your dog to jump up and touch the wall
- Silent set-up
 - Hold cookie between thumb and middle finger, with index finger extended
 - Lead dog into correct heel position

Skills list:

- 1. Pay attention to you
 - a. Cookie face
 - b. Watch
 - c. Stationary attention at side and in front
 - d. The Circle of Attention
- 2. Respond to your body cues
 - a. Practice moving your shoulders while using a cookie to lure your dog
- 3. Respond to commands while at your side
 - a. Sit
 - b. Down
 - c. Stand
 - d. Stay
 - e. Watch

- 4. Respond to commands, eventually at a distance (the half-circle of attention with hand/voice signals)
 - a. Sit
 - b. Down
 - c. Stand
 - d. Stay, including release and moving to next exercise
 - e. Watch
 - f. Backup
 - g. Settle
 - h. Wait
- 5. Heel at your side
 - a. Circle of control from Matt Twitty
 - b. Dogs on outside of circle
 - c. Right turns only
 - d. Treat often with cookie in "cookie delivery area" when dog is in correct position
 - e. Heel position is "Disneyland"
- 6. Sit straight in front of you
 - a. Chair front game—remember to toss the treat to different places, including behind you
 - b. Chair then stand game
 - c. Fronts where handler stands against the wall with knees bent.
 - d. Fronts where handler stands up against the wall
- 7. Stay in sit or down position when told
 - a. Proof stays
- 8. Come when called
 - a. Proof recalls
- 9. Jump things
 - a. Beginning jumping with dog on one side and handler on the other
- 10. Go to something
 - a. Go to your mat/platform
- 11. Ignore distractions on all exercises
 - a. Spatial Pressure (e.g., people)
 - b. Sight (other things going on)
 - c. Smell (cookies)
 - d. Sound (toys)
- 12. Appropriately relieve stress
 - a. Bounce
 - b. Tug