

## **Class Descriptions**

Below are brief descriptions and requirements of each class. If you still have questions, leave a message at (914) 422-DOGS (3647) or (914) 946-0308 or email: TeachRover@verizon.net. Your inquiry will be returned within 24 hours.

### **FAMILY MANNERS (BASIC) OBEDIENCE CLASSES**

**FAMILY MANNERS PUPPIES** For puppies under 5 months old at start of class. The goal of this class is to help you learn to enhance your puppy's formative time through structured activities and socialization games, and to introduce fundamental training exercises. No PUPPIES in first class of each session. Handouts and on-line support provided. Limit 8 teams.

**FAMILY MANNERS FOUNDATION** For dogs 5 months of age or older. Intro to dog-friendly training using force-free methods. In this class you will learn how to teach your dog to sit, lie down, wait, walk on a loose leash, come when called and more; with emphasis on relationship building and real life management in the home. Handouts and on-line support provided. NOTE: In Family Manners classes, both you and your dog must be comfortable spending an hour with a group of other canines of various sizes and energy levels. Handouts and on-line support provided. No dogs in first class of each session. Limit 8 teams.

**FAMILY MANNERS SKILLS** For teams who have demonstrated competency in Family Manners Foundation. In this class you will expand upon foundation skills, working with increased distraction while building duration and distance. Retrieve and various sport venues will be introduced. Handouts and on-line support provided. Limit 8 teams.

**FAMILY MANNERS UNLEASHED** For graduates of Family Manners Skills (or equivalent) who are proficient with the basics of training, and are ready for the next level of learning and teamwork. A key goal will be to work toward reliability off leash. Further proofing of core skills (recalls, stays, leash walking, etc.) will be covered and distance work, fun games using their noses to find things, informal retrieve and advanced targeting will be introduced. Limit 8 teams.

**GOOD CITIZEN & THERAPY DOG TRAINING** Preparation for the Canine Good Citizen (CGC) and/or the Therapy Dog International (TDI) certificate, required by most health care facilities for visiting dogs. Open to dogs that have completed Family Manners Skills or the equivalent. CGC stresses good manners in the presence of other people and dogs. Testing is included in the fees. Note, however, that TDI will not certify dogs under 1 year old. Limit 6 teams.

**FAMILY MANNERS LITE** For previous or current Family Manners students only. This four week course is the perfect addition to your family manners class. Course covers improved attention around distractions; recalls; stays Limit 8 teams.

**TRAINING TO TUNES** Improve your dog's attention to you, his understanding of cues, and your teamwork—and have a ton of fun while you do it! Combine cute tricks such as spin, twirl, leg weaving and bow with conventional exercises such as “down” “wait” and “Let's go!” to create a moving sequence or “routine,” along the lines of canine musical freestyle. Come with your own ideas of tunes and tricks to incorporate. Prerequisite: FM Skills or equivalent, limit 8 teams.

**FM CONNECT!** You will learn to build prompted and automatic behaviors such as attention on the leash and sitting for greetings, proactive handling for everyday situations, how to use your daily walks for training, games at home to enhance your connection, and how to use food and toys and praise for rewards, and how to get food off of your body. Recommended for puppies and adults, any training level. No reactive/aggressive dogs. Limit 8 teams.

**CRATE GRAMES 1** teach your dog self control, build motivation for working with you, teach your dog to love his crate. For dogs who have never done crate games or those that need to refresh their beginner skills.! Limit 8 teams.

### **TITLING OBEDIENCE (COMPETITION) CLASSES**

**FAST TRACK** This is a course for handlers who have graduated from Family Manners Foundation/Puppies or for experienced handlers who have a new puppy interested in advanced obedience. All the basics are worked on - positively! All ages accepted. Limit 6 teams

**COMPETITIVE OBEDIENCE FOUNDATION** Now called Fast Track.

**PRE-NOVICE/PRE-RALLY** This is the class for you if you love training your dog and want to master the skills taught in the Family Manners program, along with the new skills taught in this class both the dog and handler will be ready for Rally and Obedience. Limit 10 teams.

**NOVICE, OPEN, UTILITY** Take your dog's training to the next level for fun or for trial! Taught by successful trial competitors and designed to prepare dogs and handlers to earn Competitive Obedience titles in all venues. Limits: 10 Novice, 8 Open, 6 Utility.

**READY TO RALLY** Rally is a less formal but equally challenging form of competition, where extra commands, guidance, and encouragement are allowed. Rally is also a great way to re-fresh and maintain basic obedience skills. This course covers exercises, rules and regulations from AKC novice and APDT Level 1 rally. Teams will run Novice and Level 1 Rally courses. Prerequisite Pre-Novice/Pre-Rally or Heeling Workshop. Limit 8 teams.

**BEGINNER RALLY** now called Ready to Rally

**RALLY COURSE WORK** For dog/handler teams who are ready to, or are, competing in any level of AKC or APDT Rally. Teams can fine tune exercises, build advanced skills and practice on course performance. Prerequisite: Advanced Rally. Limit 8 teams.

**GOT CLICKER?** Discover clicker training. Go beyond training with a clicker. Learn to apply the principles involved in clicker training. Experience a different and effective way of communicating with your dog. Capturing, shaping, and targeting for all kinds of behaviors. Limit 8 teams

**CLICK TO HEEL** For those interested in using clicker training approach to Heeling. Prerequisite: Should have some experience with clicker training. Limit: 7 teams.

**UTILITY WORKSHOP** (Mon AM) signals and directed retrieves. Limit 4 teams

**UTILITY WORKSHOP** (Thur PM) scent articles, all levels. (prerequisite: must be able to retrieve dumbbell) Limit 5 teams

**INTRO TO DISC DOGGING** Your dogs do obedience and agility for you. We do Frisbee for them. Dogs smile when they chase a Frisbee. So learn how to do it. Learn how to throw safely and how not to frustrate your furry friend with that "skunky" toss. Turn your dog into a Frisbee monster. Prerequisites: Your dog will chase something, You can get your dog to tug, You have something that looks like a recall. One competition disc will be provided. Limit 10 working teams, 6 Auditors.

### **FOUNDATION (BASIC) AGILITY CLASSES**

**FOUNDATION AGILITY 1 & 2** This class will teach essential foundation skills for agility; basics such as clicker training and the principles of operant conditioning will be covered. Come, sit, lie down, stay and off leash work will be reviewed and taught as they relate to agility. Emphasis will be on flat work, extension and collection, targeting, directionals, lead change handling, crate training, free shaping, weave pole entry work and jumping basics. Introduction to contact equipment will also be covered, but will not be the area of focus. INSTRUCTOR PERMISSION IS REQUIRED TO MOVE ON TO THE NEXT LEVEL. Limit 10 teams

**INTERMEDIATE** for graduates of Foundation Agility 2. Dogs must be confident on ALL equipment and run a 6 obstacle sequence. Dogs MUST be over 1 year of age. This level will cover more complex handler skills, longer sequences, and faster, more confident teamwork. Limit 8 teams.

**ADVANCED** for graduates of Intermediate. To enter this level, dogs should be able to run a 12 obstacle sequence, do some complex handler skills (front, rear & blind crosses, etc.), and have decently fast speed on a course. Limit 8 teams.

### **AGILITY TITLING (COMPETITION) CLASSES**

**NOVICE COMPETITION** for the dog/handler team that has graduated from Advanced agility and IS currently competing or preparing to compete at the Novice level. Full Novice courses will set and run where running clean is the focus. Dogs MUST have independent obstacle skills on all equipment. Limit 8 teams.

**NOVICE/OPEN** for the dog/handler team that is currently competing at the Novice level and interested in practicing more advanced skills to prepare for Open level competition. More challenging sequences will be covered where handler timing will be a focus. Dogs must have independent obstacle skills on all equipment. Limit 8 teams.

**OPEN/EXCELLENT** For dogs that have ALL the skills necessary to run courses at an advanced level. MUST have upright (together) weave poles, and decent contacts. Emphasis will be on VERY complex handler skills, more speed, and more teamwork. This is a VERY high level class, but will still be breaking down skills needed & fine-tuning them for even better performance. Limit 8 teams.

**MASTERS COMPETITION** This class will focus on Master level standard and jumpers courses. Dogs must be proficient on all equipment and able to handle skills at an advanced level. Instructor Approval Required unless already in a Master's course. Limit 8

**AKC FAST** Dogs must have completed or be currently enrolled in intermediate. Learn how to play the distance challenge class offered by AKC call FAST Limit 8

### **SPECIALTY AGILITY CLASSES**

**OPEN/EXCELLENT SKILLS AND DRILLS** This class is open to the Open/Excellent level through Masters. Focus of this class will be mastering the advanced skills in agility while fine tuning the communication process between dog and handler. Front cross, rear cross, serpentine, flatwork, distance and directionals will be covered in detail with lots of floor time. Limit 8 teams

**NOVICE/OPEN/EXCELLENT RUN THRU'S** Walk courses, run for fun and/or practice skills' or handling strategies (you may run the course as designed...work on a portion of it, or 'design' your own course within the set-up). Participants get 1.5 minutes per run. Toys and treats allowed in the ring. Participants will be expected to help set bars for jump height changes. Drop-in's allowed if limits not reached Contact [jamiemckay@optonline.net](mailto:jamiemckay@optonline.net) or 914-384-5407 by 5pm Thursday for drop-in. Limit 10 teams

**REAR CROSS—START TO FINISH 1 AND 2** Dogs must have completed or be currently enrolled in intermediate. Class will cover how to effectively train the rear cross and its multiple variations working towards six obstacle sequences. Rear cross will be covered on all pieces of equipment. This is part one of a 16 week class. Limit 8

**AGILITY GAMES** Jumpers-Gamblers-Snooker-Pairs-Fast This class is open to Novice- Excellent Level students. Learn and review the rules needed to successfully master each agility game and understand what skills are needed for each game, make smart handling plans and improve your dogs understanding of your handling cues. Limit 8 Teams.