## TRICK TRAINING <br> MASTERCLASS - Week 5 notes

EPICDTG

## Spin/Twist!

For this trick, make sure you train evenly with turns in either direction, to ensure an even development of muscles. May be tough for dogs longer in the back, or those reluctant to lure. Don't make your dog dizzy!

- Lure circle, click point 12 o'clock
- Remove lure, use prompt only
- Add verbal before prompt
- Reduce prompt to match final desired cue

For repeated spins:

- Recue at 3 o'clock on circle, click point ALWAYS 12 o'clock but now at SECOND circle
- Chain behaviour by dropping middle prompt until criteria is 2 circles = mark \& reward
- Link two chains to give you 4 full circles etc.


## Hoop Jump!

Fun energetic trick to be enjoyed by all dogs who are fit and healthy (and who's growth plates have closed).
Remember to acclimate to equipment before starting.
The Kennel Club Agility standard for how high a fit dogs 'hurdle' should be is as follows, which can give you a guide to the maximum safe jump height assuming your dog is fit and healthy, but not to a sports performance level: Large Dogs -65cm (2ft 1.6ins) Medium Dogs - 45cm (1ft 5.7ins). Small Dogs - 35 cm (1ft 1.75ins).

- Lure, click point one foot through
- Lure, click point two feet through
- Lure all 4 paws - toss treat to increase distance
- Remove lure
- Add vocal cue
- Add height


## Homework

Practice EVERYWHERE to proof your work for differing environments. The key to successful dog training is training well initially (which you are of course doing) then taking the new behaviour on the road to practice in a million different arenas. That way, when you need your dog to perform for you - they are well prepped and unfazed by the environment.

Tell us how you are doing on the FB group! Xx


