

Spook No More: The Spell of Startbuttons

Eva Bertilsson, Emelie Johnson-Vegh, and Peggy Hogan

The term startbutton behavior came to life through Emelie, Eva, and Peggy's now-classic "Animals In Control" lecture at Clicker Expo, conceptualizing a training strategy where the learner gets to direct the pace and progress of a procedure. In this session, the trio is back to provide you with a deeper insight into what startbutton behaviors are all about. They will share their viewpoints on the subject and help you develop procedures that maximize the value of this fascinating communication tool.

Pumpkin, Vampire, Zombie. Pumpkin, Vampire, Zombie: Patterns Are Powerful!

Leslie McDevitt, MLA, CDBC, CPDT-KA, TAGteach Level 2

This is the essential introduction to the why and how of Leslie's Pattern Games, which are described in her latest book, *Control Unleashed 3: Reactive to Relaxed*. Whether you're new to the awesome power of the CU Pattern Games or it's time for a refresher, this is the place to be. Learn how to use these simple, highly effective counter conditioning games to teach dogs to: walk calmly past spooky things, work for you off-leash near spooky things, and focus and do complex tasks like agility near all the spooky things. Teach your dog they have the power to integrate stuff that could worry or distract them into a safe, reliable pattern that they can control!

Bewitching Your Horse with Pony Pattern Games

Jen Digate CBCC-KA, CCUI, MaryKay Hasseman KPA CTP, CCUI & Leslie McDevitt

What do these three situations have in common?

Leading a newly tamed mustang out of their pen and into the wider world for the first time without stress or conflict?

Bringing a nervous horse into an indoor arena for a training session or a lesson and being able to help them relax and be ready to learn?

Cultivating focus and energy in your horse both on the ground and under saddle without any aversive?

All of these scenarios are made possible with Control Unleashed® pattern games. Well known in both behavior and sport circles in the dog world, CU has made the leap to bewitch equines as well. In this presentation, Jen Digate, a dog behavior consultant and horse trainer synthesizes her understanding of pattern games from canines and systematically takes you through the species-specific application for horses. Drawing on her unique background of a commitment to ABA principles, dog sports skills training, positive reinforcement horse training, mustang taming, and academic art form riding, Jen will show you how and when to use the different CU pattern games with your horse. She will leave you with an understanding of each game as it applies to horses, horse appropriate modifications, and criteria for which game to choose to support your horse/create motivation, as well as a rough progression.

In addition, MaryKay Hasseman explains how she uses the 1-2-3 Game for riding and groundwork, and to help relax a horse, focus a horse's attention on the right thing, deeply connect the relationship, condition and make a horse more more fit, develop foundation skills for dressage and any riding discipline, improve balance for safety and performance, and teach rider balance and position.