

Jokers Notebook

Syllabus

Month 1

Module 1:

- Teaching a solid stay
- Go around (a barrel, etc.)
- Back pass

Module 2:

- Stay and release
- Combining back pass and go around
- Teaching right and left directional introduction

Module 3:

- Housebreaking
- Crate training
- Contact training

Module 4:

- Teaching a puppy recall
- Around the clock (approach to obstacles)

Month 2

Module 5:

- Back pass continued
- Two-on/two-off contacts - free-shaping and movement
- Luring the left turn

Module 6:

- Tandem turn on the flat
- Pinwheel introduction
- Around the clock (adding a jump)
- Two jump drill

Module 7:

- Houston's Table Training Protocol
- Training down on the table
- Combining around the clock (jump) and table

Module 8:

- Progressive sending
- Pick-up truck theory
- What are your feet doing?
- Training game – the Puissance
- “Bang the Board” – teeter foundation

Month 3

Module 9:

- Left and Right
- Back pass (opposite direction)
- Tandem turn with a jump
- The “exploding” pinwheel

Module 10:

- Introducing the A-frame
- Simple sequencing to the A-frame
- Adding distance incrementally
- Tandem turn with distance
- Layered tandem turn
- Layered tandem to the A-frame

Module 11:

- Framing the end obstacle
- “Kentucky Windage”
- Be the architect of the dog’s path

Module 12:

- Exploding pinwheel – getting serious!
- Handling the pinwheel from “outside the box”

Month 4

Module 13:

- Introduction of lateral sequencing
- Progressive lateral sequencing
- Triangular pressure

Module 14:

- Progressive sending – “Exploding Line of Jumps”
- Dog training discipline

Module 15:

- Counter-side tunnel
- Fast-dog serpentine
- “Named Obstacle” introduction
- Combination tandem turn and named obstacle

Module 16:

- The evolution of turning direction: eliminating the physical cue
- The “Technical Tandem”
- Tunnel wrap
- Flipping the exercises

Month 5

Module 17:

- Course analysis with “control positions”
- The “Pull-Through”
- Directional discrimination

Module 18:

- Parallel path
- Layered parallel path
- “Kentucky Windage”
- Tandem turn on the course
- Back pass back side jump

Module 19:

- Laws of a dog in motion
- Introducing the Hobday Box
- Tandem on the flat/“vee-set”

Module 20:

- Using the pinwheel to practice distance skills
- Layered tandem turn practice during a sequence
- “Own the pinwheel” exercise

Month 6

Module 21:

- Left and right while jumping
- Training Mix: multiple sequences to practice your skills

Module 22:

- The layered pinwheel
- Refreshing the progressive send foundation
- Coursework

Module 23:

- Introducing the weave poles – shaping two poles
- Four poles
- Weaving
- Weaving with excitement
- Progressive sending variation (back chaining, generalizing)
- Course work
- Handler discipline in distance work

Module 24:

- Exercises for lefts and rights
- Back side using the back pass
- Combining foundation skills

Month 7

Module 25:

- Control-Position Theory
- Back pass as a control position
- Combining skills
- “Looper”

Module 26:

- Accelerating step
- Tunnel-wrap-to-dogwalk challenge
- More triangular pressure
- Lateral distance teeter training
- Named obstacle combination exercise
- Time Warp game

Module 27:

- Named obstacle revisited
- Supplemental exercises

Module 28:

- Progressive lateral weave poles
- Two-jump pinwheel to layered weaves
- Progressive lateral A-frame
- Three-jump serpentine to layered A-frame
- Combination exercise

Month 8

Module 29:

- Dogwalk and tunnel transitions
- The Ketchker
- Named obstacle refresher
- A combination exercise from a competition

Module 30:

- More progressive lateral weave poles
- Serpentine refresher
- The “Necktie” Jump
- Combination exercise

Module 31:

- Blind cross as a pinwheel movement
- Tandem turn as a pinwheel movement
- The “exploding” double pinwheel
- Go on, back pass, and variation exercises

Module 32:

- Reinforcing left and right
- The “intrusive step”
- Parallel path lead out
- The “smart aleck step”

Month 9

Module 33:

- The “Big Pinwheel”
- Named obstacle discrimination practice
- Named obstacle game

Module 34:

- Weave poles at a distance
- Slingshot start
- Front-to-front jumps
- Turning direction analysis
- Serpentine practice
- Time Warp Looper

Module 35:

- Simple lead out
- One step lead out
- Bending lead out
- Action lead out
- Parallel path lead out and slingshot start

Module 36:

- Speed changes
- An intentional speed change
- Blind cross as a pinwheel movement
- Tandem turn as a pinwheel movement
- Using all of the pinwheel skills exercise
- “Don Quixote and the Pinwheel”
- Playful pinwheel exercise

Month 10

Module 37:

- Combining foundation skills: back pass; around-the-clock; Kentucky windage, triangular pressure, and parallel path.
- Something for the smart aleck dog
- Pinwheel with a serpentine tail
- Again, something for the smart aleck dog
- Combining sequences

Module 38:

- Lateral distance dogwalk
- “Own the Pinwheel Redux”
- Combining skills: distance dogwalk and pinwheel

Module 39:

- Time Warp game based on National Dog Agility League in June of 2019
- Lateral distance teeter refresher
- Expanding the exercises (how far can you send?)

Module 40:

- “The Joker’s Method”
- Applying what you’ve learned
- Training the dog as a day-by-day task/the two-minute trainer
- Preparing for “Pole Jacks” and other exercises
- Closing notes