

ONE JUMP AHEAD

April 2017 Edition



Happy Easter!

OFFICIAL MAGAZINE OF THE AGILITY DOG CLUB OF SA
INC.

Visit our website: www.agilitydogclubsa.com





NEW COMMITTEE 2017



President:	Geoff Sykes	8373 0751	gsykes7@bigpond.com	Records Officer
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	Cathy Warcup	8538 7217	KateWA440@gmail.com	Equipment
	Tam Holmes	0409 630 391	tamara.holmes @tattslotteries.com	Fundraising
Sub Committee:	Jo Shirlock	8277 2271	koojar1@bigpond.com	Trial Secretary

Membership Fees 2017

Single \$60.00*

Single \$15.00 Joining Fee
(new member) \$60.00 Annual Fee

Family \$90.00

Junior (under 17) \$30.00

Social, Instructors \$25.00
&
Committee

Committee and Instructor \$15.00

*if paid by 31st March in the
current year

Instructors

Head Instructor -

Ingrid Hanegreefs

Ass. Head Instructor -

Michelle Vuaran

Instructors

Mika Peace

Karen Moralee

Julie Brown

Ros King

Aspiring
- Kathy Brown

Geoff Sykes

Note from the Editor

Welcome back to Agility Training! Hope you all had a wonderful break and have come back full of enthusiasm.

Skye and I have come back feeling a bit unfit and carrying a little extra weight...too much Christmas and New Year festivities!

Welcome to our new members, we have a great group of new members in the Introduction class and I have included an article on "Focus" especially for you all.

Please let me know if there is anything specific you would like to see in the newsletter this year and I will try and include it, if possible.

Happy Easter and GOODLUCK in the coming trials.

Michelle and Skye



CHOCOLATE: A DOGGY DANGER

WHY IS CHOCOLATE TOXIC TO PETS?

Made from the beans of the cacao tree, chocolate contains two substances that can harm dogs and cats:

- 1.) THEOBROMINE
- 2.) CAFFEINE

The darker the chocolate, the higher the risk for pets.

WHAT ARE THE SIGNS?

Symptoms that a pet has ingested a toxic amount of chocolate usually occur within 6 to 12 hours and vary by amount ingested.

- EXCESSIVE THIRST
- VOMITING
- DIARRHEA
- RACING HEARTBEAT
- HIGH BLOOD PRESSURE
- ARRHYTHMIA
- TREMORS
- SEIZURES
- DEATH

YORKSHIRE TERRIER (6 LBS)

DANGER ZONE: 2.5 OZ. OF MILK CHOCOLATE

PUG (20 LBS)

DANGER ZONE: 5.5 OZ. OF MILK CHOCOLATE

HOW MUCH IS TOO MUCH?

No amount of chocolate is safe for dogs. Even a nibble can make a pet sick, especially for smaller pups. The amounts shown here can cause seizures or worse.

GOLDEN RETRIEVER (75 LBS)

DANGER ZONE: 15 OZ. OF MILK CHOCOLATE

MASTIFF (190 LBS)

DANGER ZONE: 35 OZ. OF MILK CHOCOLATE

IF YOU THINK YOUR DOG OR CAT HAS INGESTED CHOCOLATE, CALL YOUR VETERINARIAN OR THE ASPCA ANIMAL POISON CONTROL CENTER AT 1-888-426-4435 RIGHT AWAY.

SOURCE: ASPCA ANIMAL POISON CONTROL CENTER



Training Information



2017 Training Schedule

	Area 1	Area 2	Area 3	Area 4
6:50 - 7:30pm	Set up Equipment			
7:30 - 8:20pm	Introductory	Beginners &	Graduate	Advanced
8:20 - 8:30pm	ANNOUNCEMENTS			
8:30 - 9:30pm	Trialling 200/300/400/500/600			
9:30 - 10:00pm	Pack up			

The committee appreciates our members that come regularly every week and help set up and pack up. Your help is invaluable and helps us start training on time, which benefits us all!



EGGS? What eggs?

Look ~ I don't know anything about your missing Easter eggs.



Reminder

Membership Fees and Trial Entry Fees can be paid directly to our club bank account.

Account: 6129 7807 BSB: 805 050

Payment by bank deposit is encouraged as it reduces cash handling, fees and is traceable.



Club Shop



Cloth Title Badge \$5.50



Dog Leads (various sizes) \$10.00



Cloth Logo Badge \$5.50

Bag of Dog Treats \$2.00

Club Metal Badge \$5.00

Sublimated Polo Shirt \$45.00



Club Sticker (round) \$4.00



Rugby Jumper \$75.00

Club Sticker (long) \$4.00

Soft Shell Jacket \$75.00

Agility Bumper Sticker \$2.00

(All clothing orders will require a deposit)

Tea & Coffee 50¢

Water & Soft Drink \$1.00

Chocolate Bars \$1.00



PLACE ORDERS NOW!!!

The club uniforms are made especially for our club so we need to place orders now!

**Email Michelle—
msvuaran@gmail.com or
ring 0417 877080**



Presidents Report 2017

We are now well and truly into 2017 and, by the time you read this, Agility Trials will be in full swing with all the usual stories of success or bad luck. No matter how hard we train, our dogs will always find ways to surprise us with their efforts in the ring, both good and bad. Then again there's the human element so we shouldn't be too quick to blame the dogs for our mistakes.

I want to thank everybody who helped at the Games Trial on 25th March. The Trial went very well. That's a "feather in the cap" for all the Stewards and other helpers, especially Jo Sherlock who was the Trial Secretary and also ran two dogs, and Ingrid Hanegreefs who entered the results and produced the qualification certificates. Both these jobs take quite a bit of effort and we are still looking for one or two people to assist with the Trial Secretary role.

It is great to see so many new members. Just remember that there is a certain amount of perseverance needed to train a dog for Agility. But the most important thing is to make it fun. Your dog did not ask to do Agility; that was your decision. So it has to be enjoyable – for both of you. Otherwise there is no reason to do it.

The other thing that I want to mention is setting-up and packing away equipment for training and Trials. We need everybody to help so the job is done in the shortest possible time. But please take care of our equipment. Some of it is quite expensive. That's a by-product of having state-of-the-art wing jumps, sure-grip tunnels, magnetic hoops and rubberised contacts. This gives us a high level of safety for our dogs, but we do not want to be repairing or replacing anything prematurely.

Club Grounds

Most members will be aware that Adelaide Shores planned to redevelop the grounds and relocate our area. That plan has now been postponed indefinitely. That is not to say that it may not reappear at some time in the future. But, for now, we can look forward to a few years of stability and plan accordingly. That is a big relief.

Trial Stewards

One of the by-products of running all Agility/Jumping Trials at separate heights is that we have three rings at all trials. That means that we need six Judges and at least nine Stewards for a Double Trial. Being a Steward is a great way for our newer members to gain experience at Agility Trials before they are ready to enter their dog. Not only will you become familiar with the rules and how Trials operate, you will also learn by watching people handle their dogs in the ring, both how to do it as well as mistakes that you can avoid when the time comes.

Our next Trials are on Saturday 29th April and Saturday 27th May. April will be a Double Agility/Jumping Trial. The May Trails is a Double Games Trial. If you are interested in helping the Club on either or both of these days, or want to know more about what's involved, please see me at training.

Until then, enjoy your dogs and remember to have fun at Agility.

Geoff Sykes



Instructors Report

Hi Everyone

Another year of training has started and by the time you will read this, our club would have had its first trial for the year, with our members achieving some great results. Congratulations to all.

Thank you to everyone who helped. There are too many to name them individually. To do that is risking to forget someone and I would not want to do that.

I also like to welcome our newest members. I hope you have an enjoyable time at our club whilst progressing through the grades. Training your dog is a great way of developing team work and partnership, an enjoyable relationship between you and your dog.

Towards the end of the first training session there will be two soundings of a hooter, one at five minutes before time is up and one to signal the end of the class. We would like you all then to gather in front of the club room for announcements without much delay so that the second session can start on time.

Winter is just around the corner and it can become wet and cold. Although training is on most Thursdays but if the weather god has been unkind to us check our Facebook page or website to see if it has been cancelled.

Hopefully that won't happen too often.

In the meantime enjoy life with your best mate and I'll see you out there at training.

Ingrid Hanegreefs



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How to get your dog to FOCUS.



An excerpt from the book "Click and Play Agility" Chapter 2

Attention is the foundation of everything to come. Without attention, you are unable to communicate with your dog. And if you aren't giving her attention, your dog can't communicate with you either. Attention ideally precedes all training. Your daily training sessions should include attention games to help you maintain your attention foundation. You cannot get your dog to sit on the start line if she is not paying attention to you. Without attention, it is impossible to have a flowing and flawless run. Attention games are any game you play with your dog that involves the dog giving you eye contact. Your dog looking at you while you drop a piece of food on the floor, or your dog maintaining eye contact while you bounce a ball are two great attention games. Think about eye contact being like a phone line. Without the actual phone line, attention, the phone is useless. In the agility ring you don't want your dog staring at you, you need a dog that is looking where she is going. But, you do want a dog that is constantly watching you out of the corner of her eye. Your attention games will help you create the foundation for that "corner of the eye" attention.

Consistency Games

Consistency is the key to the learning process. Inconsistency weakens your pyramid and leads to confusion for the dog. Clicker training can only be effective if you are consistent. If you are shaping, clicking your dog for one behaviour (nose touch) and then another (paw touch), and then switching back to the first behaviour (nose touch) is confusing. If I were your dog, I'd bark at you and bite your ankle!

So, be consistent in your training, and with your verbal and body cues, making sure that both you and your dog are on the same page. Your goals are to create a cue system that is clear and allows your dog to play with you at her optimum level and to test that system for its effectiveness.

Consistently Meeting the Dog's Needs

Your dog needs you to be consistent before you click so she can learn, but your dog also needs you to consistently meet her needs. Daily exercise, mental stimulation, security, socialization, companionship, chewing, health care, quality food and fresh water are some of your dog's needs. Without having her needs met, your dog will not be easy or fun to live with. Are your dog's needs being met?

Attitude and Motivation Games

Before training your dog to do a behaviour, your dog needs to be motivated to learn. Enter training for attitude! If your dog isn't smiling then there is no point in clicking and reinforcing the behaviour. Ask the dog to do several familiar behaviours, click and reinforce each. Get her playing and then give the behaviour that triggered loss of attitude another shot. Attitude is everything. Sea World's Vice President of Animal Training Chuck Tompkins says one of the ways to motivate animals is to bridge (click), not only for the behaviour, but for the high energy attitude.



An excerpt from the book "Click and Play Agility" Chapter 3

Chuck also emphasizes that in all stages of training, if the animal isn't having fun, training should not proceed. Fun is first. Putting fun first is easy. Examine how you train. Is your dog smiling?

One Cue

A key element to successful agility is for your dog to respond immediately to the first cue given. This is stimulus control. It is "said to have occurred when a stimulus (also known as signal or cue) systematically affects the performance of a behaviour (Pamela Reid)." In other words, the dog does the behavior when you ask her to and doesn't do it if you don't ask her to. To consistently do well in agility, you want your dog to respond to the first and only cue at least 90% of the time.

The One Cue Game

Make a commitment to saying your cues only one time! To help you get in this habit, you can play the 'One Cue Game.' You need two people to play so find a training partner. One person is the trainer, the other the recorder. Before playing, the trainer makes a list of all the dog's cues. Hey, you just did that! Draw a large capital "T" onto a sheet of paper. On the left side of the T the recorder notes all the cues that the trainer said one time and one time only, these cues are under stimulus control. On the right side, the recorder notes those cues that were repeated or that the dog did not respond to, the cues needing additional training.

Each cue given will be recorded as either being under stimulus control or needing training. This game is a great way of gaining information about your dog's cues. If you have stimulus control then you can throw a party. If you have cues that need additional work, that is great to know and gives you something to focus on in your training sessions.

An advanced version of the one cue game is to play it in different contexts so that you can see if the dog is able to respond to one cue in distracting environments. Those cues that are responded to immediately, in different environments, are under stimulus control.

On/Off Switch Game

Duration behaviours, like holding a sit are ideally taught with one cue that turns the behaviour on and a second cue that turns the behaviour off. If you cue your dog to sit, you have flipped the sit "on" switch. Train her to continue sitting until you flip the "off" switch, release cue with "okay."

Sit = on switch Okay, or other cue = off switch

Down = on switch Okay or other cue = off switch

Touch on contacts = on switch Okay = off switch

Table (dog runs to table and automatically downs and holds position) = on switch Okay = off switch

Every time you give your dog a cue (flip the on switch) continue to be aware of what your dog is doing. If you tend to forget your off switch cue, have a friend play music or sing a song while your dog is switched on, to help remind yourself that you are still working your dog.

Another cue that is of utmost importance is your on duty and off duty cues. On duty, means for the dog to be ready for the next cue and remain focused. Off duty means, you can go and have free time. For me any cue I give my dogs is the on duty switch. The off duty switch is "no more."



Move of the Month

Who is up for the challenge of learning a new move...try this one

Jump Wrap Handling Tips

There are five main methods for executing a jump wrap: Shoulder Pull [LearningPostTurn, PostTurn], Front Cross [LearningFrontCross, FrontCross], Rear Cross [LearningRearCross, RearCross], Ketschker, and Blind Cross. There are also variations on some of these:

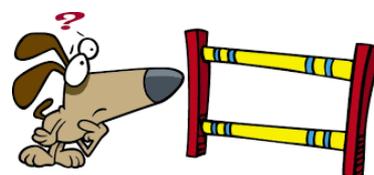
- ⇒ a send to the jump and then rotating could be called a shoulder pull but is sometimes called "throw and go". An RFP might be added to try to tighten up the dog's turn on it's way back to the handler.
- ⇒ a quick handler (relative to the dog) can rear cross on the take off side and move in to a front cross to tighten the wrap and end up on the same side of the dog after the wrap.

Cuing the Wrap

The dog needs to know where they are going next **before** they commit to the current obstacle. For a wrap the cues must be provided when the dog needs them; before it commits to the jump. You want the dog to take off for the jump already turning. In order to turn the dog has to collect some amount. Ideally the dog is kept in extension as long as possible and just prior to commitment to the jump the cues are given to ask the dog to collect and turn.

Handling a jump wrap is exactly like handling on other parts of a course. It requires identifying key control points on the course and weighing the handling options. Where will the dog and handler be in relation to one another at those control points and what cues could be applied to let the dog know where they are going next (and with how much collection - if any). In other words, will you be ahead of your dog at the jump wrap? Do you need a tight wrap (avoiding an off course or setting the line to the next obstacle)? Do you need to change sides as part of the jump wrap? What cues does your dog need in order to wrap as you need?

The tightness of the wrap really depends on using the cues your dog needs to understand collecting and turning at the jump. Some dog just require a change in motion (deceleration). A big, long striding dog who doesn't like to collect may require every cue: deceleration, shoulders rotated toward the dog, an arm cue, eye contact and a verbal. It depends on your dog and your skills. Knowing how to use and combine the cues is the key to obtaining the amount of collection required for the desired tightness of the turn. Remember you may want a wider turn if it means your dog stays moving faster!



Move of the Month

Who is up for the challenge of learning a new move...try this one

Some jump wrap handling techniques consistently give tighter wraps; because the handler applies more collection/turning cues. The Shoulder Pull and the Blind Cross tend to give more forward motion cues to the dog so they *can* cause wider jump wraps. The same is true for the Rear Cross although it depends more on the angle of approach to the jump and the amount of handler forward motion. The Front Cross and Ketschker use the most collection cues and *generally* give a tighter wrap but also require the handler be ahead of the dog.

Choosing How to Wrap

When choosing the handling for a wrap it helps to think about which side of your dog you want to be on after the wrap and whether or not you'll be ahead of your dog at that jump.

Cross	Change sides	Ahead of Dog
Shoulder Pull	X	* ✓
Front Cross	✓	✓
Rear Cross	✓	X
Blind Cross	✓	✓
Ketschker	*** X	✓

* If you "Throw and Go" you need not be ahead, being even will do.

** Due to all the forward motion cues the Blind Cross tends to give a wider wrap.

***The Ketschker is a little special. The handler rotates in to the dog on the approach, as though starting a Front Cross, and then sends the dog over the jump on the new inside arm. Then picks up the dog after the jump on the other arm (which was the arm on which they approached the jump). So the effect is the same as the Post Turn. Here are some diagrams that show the side change, or not, when wrapping the dog to the right



Move of the Month

Who is up for the challenge of learning a new move...try this one

Steve Schwarz - Jump Wrap Handler Side Changes				
10	20	30	40	
50			50	
40	Front Cross	Blind Cross	40	
30			30	
20	Shoulder Pull Ketschker	Rear Cross	20	
10			10	
10	20	30	40	
http://agilitynerd.com				

Getting Ahead

Getting ahead at a jump wrap requires cuing the wrap and trusting the dog to complete the wrap while the handler moves ahead. Most handlers "hang out" and babysit the dog taking the jump longer than the dog needs. That delay keeps the handler from taking at least one step away from the jump. The definition of "committing to the jump" is when the dog will no longer not take the jump. As soon as the dog is committed there is little reason to stay at the jump. Move on! Show motion to the next spot on the course.

The Throw and Go, Ketschker and Front Cross wraps can be cued "early" and the handler can leave for the next obstacle. It takes training, because, in the most extreme cases, the weaker cues are being used to support the dog taking the jump and have to make up for the stronger handler motion cue which is moving away from the jump.

Which Way to Wrap?

Choosing which direction to wrap is a topic for another post. There are two main approaches for choosing:

Shortest path/reducing lead changes:

- Which direction is the shortest path to the next obstacle.

Does the dog change Lead to turn in one direction?

Greg Derrett's approach of assigning a point to each direction for each of these questions :

- Which direction is the shortest path to the next obstacle?
- Where are you coming from?
- Where are you going to?



Article written by Steve Schwarz 31 Jan 2012

<http://agilitynerd.com/blog/agility/handling/JumpWrapNotes.html>

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Calendar of Events 2017



April		
1st April (Saturday)	Noarlunga City Obedience Dog Club	Agility Trial 9am and 1pm
9th April (Sunday)	South Australian Dog Obedience Club	Agility Trial 9am and 1pm
16th April (Sunday)	Blue Lake Obedience Dog Club	Agility Trial 8:30am and 12:30pm
29th April (Saturday)	Agility Dog Club of SA	Agility 9am and 1pm
May		
27th May (Saturday)	Agility Dog Club of SA	Games 9am and 1pm
June		
3rd June	Para Districts Obedience Dog Club	Agility 9am and 1pm
18th June	Gawler Dog Training Club	Agility 9am and 1pm
24th June	Munno Para Obedience Dog Club	Agility 9am and 1pm

Try this Open Jumpers Course, from this years Crufts Competition

