



A WEEKEND OF SKILL BUILDING

Friday, Saturday and Sunday: October 8, 9 & 10, 2021

We are looking good! The topic this weekend: Competition Prep.



If you want to keep, or build, your agility skills up to a high standard, and you want to know more about AKC competition courses, or you are itching to get back into the competition ring, or you want to compete for the first time; or you want to improve your handling. Whatever! This weekend will meet your needs!

We will be looking at rules for competition throughout the weekend, but **please** don't think that because you don't plan to compete that these seminars are not for you. They are a great avenue to advance your skills!

Take the time to read the descriptions for each seminar and make sure you and your dog have **skills/prerequisites** that are a good fit before signing up. If you have any questions about the skills you need for a seminar: ASK!

Friday October 8, 2021 Competition Prep. from beginners to advanced teams AKC: JWW

8:00 - 10:00AM: *I do not understand this JWW jargon:* AKC jumpers courses are: Jumpers with weaves, so every jumpers course they do has a set of weaves. Rules for the game will be explained. Come and try out a JWW novice course and see how you do. We will run the course and then break it down and make it work. Then maybe run it again... or change it up and run a different one. Fun! **Skills:** **Your dogs' weave performance on 6 poles needs to be decent. You are able to do a walk through looking at the dog path first, then the changes of direction and then figure out how to handle the course, and be consistent with this process.** (2 hours 5 teams)

10:15 - 12:15PM: *Dropping bars:* My dog is dropping bars, dammit! Well damn we are sorry for you and your dog (mostly for your dog) Did you maybe think it was your handling? (Oh no that couldn't be it...) Let's look at how handling effects jumpers courses for the good, and for the not so good. Execution might be the issue? Maybe, might be, yep 'tis. **Skills:** **You are confident with walking courses and strategizing. You understand cueing collection and extension on course.** (2 hours 5 teams).



12:30 - 2:30PM: JWW to the limit: Want to shave time off your jumpers courses? Want to figure out how to execute a perfect run every time? Want to beat time always? Let's work on fine tuning that execution. We will run an excellent course and then nit-pick short sequences so you can take your course work up to the next level. **Skills:** You are confident in your dogs obstacle performance, your walk throughs, your strategy, and for the most part your execution. (Did we say advanced handlers?) (2 hours 5 teams)

Saturday October 9, 2021
Competition Prep. from advanced teams to beginners
AKC: Regular Agility



8:00 - 10:00AM: AKC regular agility novice course: We will be looking at and running an AKC novice agility course... maybe. Maybe we will look at something even more interesting, maybe this seminar will prepare you to ace a novice course. Who knows? (Yes actually it will.) **Skills:** You need to understand how to do a walk through and strategize a course of about 16 obstacles. Your dog needs to be ok with 6 weaves. You are interested in kicking your agility handling for courses up a notch. (2 hours 5 teams)

10:15 - 12:15PM: AKC regular agility: kick it up! Please! Now is the time to work on Excellent and Masters level skills, especially if you are at a novice/open level. SERIOUSLY! You cannot compete at one level if you are not training at a more advanced level. But don't let the fact that you don't want to compete stop you from signing up for this seminar. You will really enhance your skill set, and we will be running fun courses. Do it! **Skills:** You can send your dog to a tunnel from 10' You can you send your dog to the table and leave him to go 10'. You can lead out from the start line one obstacle. (2 hours 5 teams)

12:30 - 2:30PM: AKC regular agility: let's really kick it up!: Now is the time to work on Excellent and Masters level skills, especially if you are at a novice/open level. SERIOUSLY! You cannot compete at one level if you are not training at a more advanced level. But don't let the fact that you don't want to compete stop you from signing up for this seminar. You will really enhance your skill set, and we will be running fun courses. Do it! **Skills:** You can send your dog to a tunnel from 10' You can you send your dog to the table and leave him to go 10'. You can lead out from the start line one obstacle. (2 hours 5 teams)

2:45 - 4:45PM: AKC nationals course: now we are over the top!: Can you handle a national level course? Let's see... and then of course let's break it down and figure it out. **Prerequisites:** This is an advanced seminar. If you are interested in working on the nit-picky stuff that will make you a great handler, here you go: sign up! If you want to only run courses, and not work the nit picky stuff, please don't sign up. (2 hours 5 teams)



For a complete listing of 2021 dates and events visit the calendar page of the website:
www.far-flungdogs.com/calendar

Sunday October 10, 2021
Competition Prep. from beginners to advanced teams
AKC: FAST

8:00 - 10:00AM: *I AM fast and my dog IS fast, so what the heck are you TALKING ABOUT?!* We are talking about a game. In FAST you make up your own course, and as long as you include the distance challenge, you will be golden. Have no idea what we are talking about? Great! This seminar is for you. **Skills:** You have a start line stay and a 10' send to tunnels. **Homework:** We will send you rules for the game and a map. Please check them out and then try and figure out a course from the map provided. Don't worry if it seems weird, we will figure it all out. (2 hours 5 teams)

10:15 - 12:15PM: *FAST befuddles me...I am afraid!* There is no being afraid in agility! Games are some of the most fun you will have, trust us! You get to make up your own courses and show off your distance skills, or because it is a seminar, work on this distance skills! If you have played the game before, and maybe don't quite remember all the rules, and /or are having trouble strategizing for maximum success, this is your seminar. **Skills:** You have a start line stay and a 10' send to tunnels. **Homework:** We will send you rules for the game and a map. (2 hours 5 teams)

12:30 - 2:30PM: *Piggy Points... oink, oink!* This is FAST and WE ARE NOT AFRAID! Let's work on strategizing to get the most points possible (80) every time. There will be different courses from the 12:30 class. **Prerequisites:** You get the game and want to kick it up. You want to play around with getting the max number of points you can. This seminar is for advanced handlers who understand the rules of the game, and have played it before in classes, fun runs or competition. **Homework:** We will send you a map. (2 hours 5 teams)

2:45 - 4:45PM: *Piggy Points... oink, oink!* This is FAST and WE ARE NOT AFRAID! Let's work on strategizing to get the most points possible (80) every time. There will be different courses from the 12:30 class. **Prerequisites:** You get the game and want to kick it up. You want to play around with getting the max number of points you can. This seminar is for advanced handlers who understand the rules of the game, and have played it before in classes, fun runs or competition. **Homework:** We will send you a map. (2 hours 5 teams)

