

ABOUT TURN	
	Pivot in place- reward after easy amount of turn. Build to full 360 Pivot. Start slow, build speed
	Start in stand in heel, 2 steps into about turn. Mark/reward immediately after turn. Be sure I am moving like I would in a trial. Have CJ in different positions relative to mark location.
	4 steps, turn, CJ
	6 steps, turn, CJ (vary number of steps until 6 is easy)
	8 steps, turn, CJ
	10 steps, turn, CJ
	Add steps after the turn
	Repeat in many locations <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Repeat with purposeful distractions <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
SLOW	
	Start in stand, 2 slow steps, Mark and explode to CJ
	Start in stand, gradually add slow steps, Mark and explode to CJ
	Start in stand, 2 Normal steps, then random # of slow steps, Mark and explode to CJ
	Gradually build normal steps before the slow
	Gradually build normal steps after the slow.
	Repeat in many locations <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Repeat with purposeful distractions <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
FAST	
	Start in stand, 2 fast steps with head up heeling, Mark and CJ (or cookie bowl)
	Start in stand, gradually add fast steps, Mark and CJ
	Start in stand, 2 Normal steps, then random # of fast steps, Mark and CJ
	Gradually build normal steps before the fast
	Gradually build normal steps after the fast.
	Repeat in many locations <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Repeat with purposeful distractions <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
FIGURE 8	
	Start with inside and outside curves and get those fluid and perfect
	Add straight lines to a curve
	Add the ending sit in the center to start, gradually back chain last 2 loops to it.
	Add auto sit then last 2 loops. Gradually add first 2 loops before the auto sit.
	Add starting position to the pattern.
Stay while handler walks away	
	Work on walking around, back to heel position
	Send to target/mat, gradually farther and farther, handler walks back into heel position
	Handler can pivot 360* with dog at a distance before walking back
	Handler can pause for longer and longer at desired distance before returning to the dog
	Send to target gradually closer and closer- handler walks away, pivots, waits before returning

HEELING INTO AND OUT OF RING	
	Heel around CJ outside of ring, random mark/reward from CJ
	Heel from gate to CJ. Maybe switch to tug in CJ?
	Heel from inside ring to CJ
	Remove/replace leash then heel to CJ
	Heel to spot in ring off leash, sit stay for leash retrieval, heel out of ring to CJ
FINISH LEFT- “Flip”	
	Teach pup to do a fast tight U turn (both directions) “Flip” (going left/right in front of me) Can use a target stick or my motion, but fade it as quickly as possible
	Start with pup sitting beside me - facing behind me- with enough space to flip into position.
	Start with pup in front of me, but off-set facing the path for the flip and angled as though coming from front. I put MYSELF in the position relative to the place the pup sits.
	I put myself in front position and have pup do flip
FINISH RIGHT- “Around”	
	Have pup sit- I position myself to have pup go further and further around me into position