



SOTC AGILITY

USEFUL AGILITY COMMANDS, MANEUVERS AND CHALLENGES

COMMON AGILITY COMMANDS

Close (heel) – Used when you want your dog to come into position next to your *left* side.

Side – Used when you want your dog to come into position next to your *right* side.

Front – Used when you want your dog to come in close to the front of your body, such as when there is an obstacle discrimination and you need to help your dog to understand where you are going next.

Turn – Used when you want your dog to turn to the left or right, or in Gamblers, to repeat an obstacle it just took.

Go On – Used when you want your dog to continue taking obstacles directly in front of his path, usually in a straight line.

Left – Used when you want the dog to take the obstacle to his left.

Right – Used when you want the dog to take the obstacle to his right.

Race Me – Used when you want your dog to speed up during a sequence.

Bottom – Used to remind dog to go to the bottom of a contact obstacle and wait in the proper position.

Touch – Used to remind dog to hit the up contact or a target.

Dog's Name – Used only in situations when you need to have your dog look at you to see the next command you are giving. Should not be overused.

Here (Come) – Used to bring your dog back in close to you in order for you to control where the dog is going next. It is similar to front. Often is used (abused) by handlers to call a dog off the wrong obstacle.

Release Word – Used to let your dog know he is done with a particular task he was doing. Releasing a dog from a “bottom” on a contact is an example. OK” is a common release word.

Steady – Used to slightly slow up a dog’s forward motion. When used on the flat it tells the dog to pay close attention to your next command. Can be used to cause a break in the dog’s stride, enabling him to touch the down contact.

Behind – Used to have your dog move from your right side, behind your back to your left side.

Away – Used to have your dog move from your left side, behind your back to your right side.

Out Tunnel – Used when you want your dog to take the side of the tunnel furthest from him.

Here Tunnel – Used when you want your dog to take the side of the tunnel closest to him.

AGILITY MANEUVERS

V – Directing the dog out and then back toward a jump so that he will be in a better position to take the next obstacle or to allow a better entry onto an obstacle.

Wrap – Moving your dog in a tight, often 180 degree, turn by keeping him close to your side.

Lead Out Pivot – When you do a lead out facing your dog, call the dog over the first obstacle(s) and then do a pivot to turn the dog toward the correct next obstacle.

Lead Out – When you put your dog in a stay and move to a position several obstacles into a sequence/course before commanding the dog to do the obstacles.

Wrap and Run – When you perform the wrap around an obstacle and race towards the next obstacle. Used for speeding up a dog when there is a straight line to the next obstacle.

Front Cross – When you change the position from which you are handling the dog while being in front of the dog and/or obstacle he is taking. Can be used in order to change his direction or help him take a correct obstacle.

Rear Cross – When you change the position from which you are handling the dog while you are behind an obstacle the dog is taking. Can be used to make the dog turn or put yourself in a better position to take the dog to the next obstacle on course.

Blind Cross – When you cross the dog’s path when he cannot see you, such as in a tunnel, or when you cross the dog’s path without facing your dog.

Static Cross – When you change the position from which you are handling the dog when he is stationary, such as on the table.

Visualization – When you mentally plan how your dog will take a sequence or when you view a sequence from the dog's point of view.

AGILITY CHALLENGES

Obstacle Discrimination – When obstacles are placed in close proximity to each other. For example, the tunnel under the A-frame with the tunnel's opening parallel to the up ramp.

Pinwheel – Three jumps placed about 120 degrees apart from each other so the dog must jump them in a circular path.

Box – Four obstacles, often jumps, placed in a square formation.

Handler Restriction – When an obstacle is placed in any fashion as to prevent the handler from being right next to the obstacle their dog is doing or to prevent the handler from handling on a particular side of an obstacle. One example is a tunnel under a contact.

Serpentine – When several jumps are placed in a straight line and the dog must jump them in a weave-like pattern.

Threadle – When several jumps are placed in a straight line and the dog must jump them by jumping the first, coming between the first and second, then jumping the second, etc.

AGILITY OBSTACLE NAMES

Bar Jumps – Hup, Jump, Over, Bar

Long Jump – Hup, Jump, Big Over, Big Jump, Big Bar, Over

Tire Jump – Hup, Jump, Over, Tire, Hoop, Circle

Weave Poles – Poles, Weave, Wiggle

Pipe Tunnel – Through, Tunnel, Get In

Collapsed Tunnel – Through, Tunnel, Get In, Chute, Swoosh, Push

Table – Table, Hup, Get On, Box, Deck, Up

A-Frame – Climb, Walk Up, Charge, Ramp, Scramble, Frame, A-Frame

Dog Walk – Climb, Walk Up/It, Ramp, Dog Walk

Teeter – Climb, Walk Up/It, Ramp, See-Saw, Teeter, Bang

Pick a different command for each obstacle. Or, be creative and use your own words and commands.

RELEASE COMMANDS

Adios, Break, Bingo, Free, Leave, March, Move, OK, Release, Step

TUG TOY RELEASE COMMANDS

Drop it, Give, Release, Out, Off, Let Go

These commands are used for the “Tug Toy” release *only*