

Appendix 1 Glossary of Terms

While writing this book I found it difficult to find clear definitions of operant conditioning, classical conditioning and behavioral terms. As a result, I have compiled a glossary of the scientific and agility terms referred to in this book and some extras that should be helpful. I have been as accurate as I could, mistakes in any of these definitions are my own.

When I did not write a term's definition, the author's name is in parentheses. Scientific definitions are subject to disagreement; researchers often and vehemently argue how terms should be defined. I picked definitions that made sense in terms of dog training, but at times I listed two definitions to allow you to choose which you prefer.

If you long to be the best trainer you can be, learn to love the games of operant and classical conditioning. An understanding of the science of how animals, including humans, learn will enable you to think critically and logically. You are then free to choose what to include or exclude from your training program. Let the fact that positive reinforcement is the most powerful way to modify behavior guide you.

A – B

Acquisition

The learning phase, or up curve phase, of either classical or operant conditioning (Jean Donaldson).

AKC

Abbreviation for the American Kennel Club, a national dog registration and dog show association. For further information see www.AKC.org.

Antecedent stimulus

A stimulus preceding, coming before, a behavior that controls performance of the behavior (also known as **cue**,

signal, discriminative stimulus, SD (Pamela Reid). A prompt can also be an antecedent stimulus.

Approximation

Any portion of a defined behavior (Karen Pryor).

Association

This can also be called **pairing**. The process by which a stimulus becomes linked with another stimulus (Pamela Reid).

Autoshaping

An increase in genetically programmed or innate behavior in the presence of specific reinforcement of that behavior (Karen Pryor).

Aversive or Aversive Stimulus

Something an organism will work to avoid (Karen Pryor). Aversives by definition cause an organism stress, thus they should be avoided or at least minimized. Stress is incompatible with fun and win/win training.

Backward Chaining or Backchaining

In backward chaining, the end (terminal) behavior is established first because this response leads directly to reinforcement. Once this new behavior has been established, a cue is introduced for this behavior. Then the next-to-end behavior is trained, and reinforced with the cue for the final behavior (Karen Pryor).

Backchaining or Backward Chaining is the development of a chain of responses by training the last behavior in the chain first, then the next to last, and so on until the entire chain is performed as a single complex behavior (Pamela Reid).

Baseline

The rate of occurrence of a behavior before training is introduced (Karen Pryor).

Backward Conditioning

Backward conditioning refers to the presentation of the unconditioned stimulus (UCS) before the conditioned stimulus (CS). Let's say you're trying to condition a dog to like the grooming table by pairing it with chicken. The order that would work is: 1) dog on grooming table 2) helping of chicken. Backwards conditioning would be: 1) helping of chicken 2) dog on grooming table. You won't get love of the table this way. You'll get, at best, nothing, and at worst — if the dog really hates the table, fear of chicken because it predicts the dreaded table (Jean Donaldson).

Behavior Chain

Also known as **chaining**. Chaining is appropriate for teaching a complex sequence of responses (Pamela Reid).

Behavior System

Konrad Lorenz coined the term behavior systems as a replacement for the term instinct. Behavior systems describes behaviors that are linked together and that appear to be innate. Also called **fixed action patterns** and, more currently, **modal action patterns**.

Bite Inhibition

A process through which, as the result of puppy play, dogs learn to inhibit hard biting.

Blocking

Failure of an animal to attend to a novel stimulus when it is presented in a compound with an already learned stimulus (Jean Donaldson). Pair a click with a treat until a dog drools at the sound of the click. Then present the click and a verbal "yes" at the same time and repeat for ten repetitions. Then test both the click and the verbal "yes" and find that "yes" fails to elicit drooling. The "yes" was blocked. Blocking is not the same as overshadowing.

Bridge or Bridging

A stimulus that bridges or spans the temporal (time) gap between the behavior and the reinforcer (Karen Pryor). The clicker is a bridge. Using a verbal “yes” marker, is also a bridge.

Buja Board

Generally a 2-foot by 2-foot piece of plywood with a tennis ball in a sock staple gunned on the bottom side. This enables dogs to get used to the wobbling motion that will ultimately become the teeter. Named after clicker trainer Brenda Buja.

C – D

Capturing

Also called **catching** by some trainers. A procedure in which a naturally-occurring behavior increases in frequency through reinforcement (Pamela Reid).

Classical Conditioning

Learning that results when associations are formed between stimuli (also known as **respondent conditioning**, **Pavlovian conditioning**, **S-S learning**) (Pamela Reid).

Classical conditioning is the process by which one stimulus becomes linked with and predicts the arrival of another stimulus (Diana Bird). Pavlov rang the bell, presented food, and the dogs drooled when they heard the bell, because they had made the association that the bell signified that the food was coming.

Classical Counterconditioning

A procedure which overlays an existing emotional response by conditioning another conditioned emotional state that is counter to the original one (also known as **cross-motivational transfer**) (Pamela Reid). This is the procedure by which you change a dog’s emotional response. Fear can become joy.

Clickerwise

This non-scientific term is dog trainer lingo used to describe a dog that is in the proper mental state to perform cues or learn via operant conditioning. Arousal or stress can interfere with a dog's ability to be "clickerwise" (Karen Pryor).

Closed Economy

A training procedure requiring the learner to work for all reinforcement. If you are using a closed economy, your dog never sees a food bowl. All of the dog's food is consumed during training sessions.

Commitment Point

Your best guess at what point your dog has made the decision to perform the specific behavior you are working on. When jumping, the commitment point is when the dog has her two front feet in the air.

Compulsive Training or Compulsion Training

Training that forces the dog to perform or withhold behaviors in order to escape or avoid unpleasant events. Compulsion training is win/lose or lose/lose and in direct contrast to clicker training.

Conditioned Emotional Response

An emotional response conditioned to an originally neutral stimulus (Pamela Reid). Emma Parson's game of "where's the monster?" (in Chapter 5) is an example of a conditioned emotional response. In agility, a common conditioned emotional response can be elicited from dogs by the term "ready," usually an excited emotional response.

Conditioned Negative Punisher

A stimulus that acquires punishing properties as a result of repeatedly being presented just prior to the absence or withdrawal of a reinforcing stimulus (also known as **no reward marker, non-reward marker**) (Pamela Reid).

When the dog performs an unwanted behavior the trainer says “too bad” and places the dog in time out. “Too bad” predicts time out for the dog.

Conditioned Negative Reinforcer

A stimulus that acquires reinforcing properties as a result of repeatedly being presented just prior to the absence or withdrawal of an aversive stimulus (Pamela Reid). A leashed dog darts out ahead of the handler, the handler says “no” and then begins yanking on the leash repeatedly until the dog falls into heel position next to the handler. Not part of clicker training but, unfortunately for dogs, used by many trainers.

Conditioned Punisher

A stimulus that acquires punishing properties as a result of repeatedly being presented just prior to the delivery of a primary punisher (Pamela Reid). Another win/lose that will likely become a lose/lose. You won't have a happy dog or speed if you train using conditioned punishers. For example, when the dog does an unwanted behavior the trainer screams “BAH” and throws a noisy object near the dog. “BAH” becomes a conditioned punisher and will elicit stress in the dog, and damage the dog/trainer bond.

Conditioned Reinforcer

A stimulus that acquires reinforcing properties as a result of repeatedly being presented just prior to the delivery of a reinforcing stimulus (also known as **secondary reinforcer, marker, bridge**) (Pamela Reid). The sound of the clicker is a conditioned reinforcer.

Conditioned Response

Abbreviated CR, a response elicited by the presence of a conditioned stimulus, often similar to the unconditioned response (Pamela Reid). Pavlov's dogs drooling after the bell rang was a conditioned response.

Conditioned Stimulus

Abbreviated CS, a stimulus that acquires significance as a result of repeatedly being presented just prior to the delivery of an unconditioned stimulus (Pamela Reid). When Pavlov first rang the bell nothing happened. Once classical conditioning had occurred, the dogs began to drool when hearing the bell. The bell had become a conditioned stimulus.

Consequence

A stimulus that either reinforces or punishes an animal's behavior (Pamela Reid). Operant conditioning follows an ABC formula. Antecedent → Behavior → Consequence. (Cue → behavior → consequence).

Contingent Observation

A procedure that contains elements of time out in which observation of pleasurable activities is possible but participation is not (Pamela Reid). If you put one of your dogs in a crate, and in view of the crated dog, you play with the second dog, the crated dog is experiencing contingent observation. (Behavior analysts typically call this an inclusionary time out.)

Continuous Schedule

Abbreviated CRF – a schedule in which each occurrence of a response is reinforced (Pamela Reid). When a behavior is in acquisition, you should reinforce every occurrence. When the behavior is in maintenance, you differentially reinforce only the excellent responses.

Countercondition or Counterconditioning

There are two forms of counterconditioning, classical and operant. Classical counterconditioning is a procedure which overlays an emotional response by conditioning a new emotional state that is counter to the original one (also known as **cross motivational transfer**) (Pamela Reid).

Operant counterconditioning is a procedure in which the animal is conditioned to perform a behavior that is physically incompatible with the target behavior, in response to antecedent stimuli that originally signaled the target behavior (Pamela Reid).

Criteria

A clearly articulated standard of performance that the dog must achieve in order to be reinforced — this may be a single behavior or a chain of behaviors (Jean Donaldson).

Decision Point or Commitment Point

A term that refers to something about the dog's behavior suggesting the dog has made a commitment. In agility, it is generally common to say that the dog has committed to an obstacle when the dog has two feet over or on the obstacle.

Default Behavior

The behavior that has the highest likelihood of occurring; a preferred behavior. It could be the first behavior trained, or a behavior that is assumed to be enjoyable to the dog.

Deprivation

Withholding of a reinforcer or necessity (food, water, attention, freedom) for a period of time, with the intent of increasing motivation (Karen Pryor).

Desensitization

Presentation of a stimulus at a level of intensity that elicits little or no response from the dog, then gradually increasing the intensity of the stimulus (Karen Pryor). This is the process by which a fearful dog will get used to the bang of the teeter, and the movement of the teeter, but only if the approximations are tiny and the training very gradual.

Differential Reinforcement of Excellent Behavior (DRE)

A schedule of reinforcement that is selectively reinforcing more accurate, more intense or faster performances (Karen Pryor).

Differential Reinforcement Schedules

Differential Reinforcement — reinforcement of some behaviors but not others, depending on some specified properties of the behavior.

There are three types of differential reinforcement schedules that are most commonly used by dog trainers:

1. **Differential Reinforcement of Excellent Behavior (DRE)**. A schedule that trainers can use to selectively reinforce more accurate, more intense or faster performances of a behavior or behavior chain.
2. **Differential Reinforcement of Other Behavior (DRO)**. A schedule that a trainer can use to selectively decrease a behavior that is unwanted by differentially reinforcing *all* other behavior.
3. **Differential Reinforcement of Incompatible Behavior (DRI)**. A schedule that a trainer can use to selectively decrease an unwanted behavior by differentially reinforcing any behavior that is physically incompatible with the unwanted behavior (Pamela Reid).

Discrimination

The process of learning to respond to certain stimuli and not others (Pamela Reid).

Discriminative Stimulus

Abbreviated S_d — a stimulus in the presence of which a behavior is likely to be reinforced (Pamela Reid). Cues are discriminative stimuli.

Displacement Behaviors

Arise when an animal is in conflict or frustrated and are almost always related to feeding or grooming behaviors.

Displacement behaviors are not unique behaviors genetically selected for, but are species wide. Examples are sniffing and scratching (Karen Pryor). Many signs of stress are displacement behaviors.

DRE

Differential Reinforcement of Excellent Behavior

(DRE). A schedule that trainers use to selectively reinforce more accurate, more intense or faster performances. Very similar to shaping by successive approximation (Pamela Reid).

Drive

A hypothetical source of energy for behavior to explain why animals are internally motivated to engage in different behaviors at various times (Pamela Reid). Not a scientific term, but dog trainer lingo.

Duration Behavior

A behavior that must endure for a period of time (Pamela Reid).

E – F

Extinction or Extinguishing

A procedure in which the reinforcement of previously reinforced behavior is discontinued (Pamela Reid). Note you can't extinguish a self-reinforcing behavior. Many dog behaviors are self-reinforcing, such as barking, digging and so on.

Extinction Burst

A temporary increase in the frequency of a behavior that accompanies the early phases of an extinction program (Karen Pryor).

Fading

The gradual removal of antecedent stimuli, such as a prompt or cue (Karen Pryor).

Fake Front

Also called **false turn** and **reverse flow pivot**, this agility handling move is one half of the front cross. The move is used to pull the dog's path toward the handler to give the dog a better approach angle or a strategic advantage for the next obstacle.

Fault

In agility, when an error has occurred and the judge deducts points.

Fixed Action Pattern

An innate pattern of behaviors that may interfere with the training process. Once the fixed action pattern is triggered the animal will continue with the series of behaviors even if the environmental trigger for it has been removed. Border Collies can get what agility trainers call sticky, stopping or moving very slowly, when their predatory fixed action pattern is activated.

Fixed Interval Schedule

A schedule of reinforcement that dictates that the first correct response after a set amount of time has passed is reinforced (i.e., a consequence is delivered). The time period required is always the same, therefore predictable to the animal.

Fluency

The fast and rapid response to cues with minimum latency. Latency is the interval between the presentation of an antecedent (cue) stimulus and performance of the behavior (Pamela Reid).

Forward Chaining

Development of a chain of responses by training the initial behavior in the chain first, then the second, the third, and so on until the entire chain is performed as a single complex behavior (Pamela Reid). Forward chaining is scientifically proven to be less effective than backward

chaining, but is rampant in dance, music and martial arts classes!

Free Shaping or Free Behavior Shaping

Shaping refers to the procedure in which a new behavior is developed by the systematic reinforcement of behaviors or behavioral elements, each of which more and more closely resembles the goal behavior. The word free refers to the lack of prompting used in this process (Pamela Reid). Free shaping requires a high level of skill from the trainer to avoid unnecessary frustration in the learner. Free shaping a behavior that you ultimately want to be very precise, may not be a good idea — precise behaviors usually require some prompting.

Front Cross

An agility handling move during which the handler crosses in front of the dog's path to signal a change in direction.

G – H – I – J – K

Gamblers

A game played in competitive agility that consists of two phases. The first phase is a point accumulation phase, and the second a gamble phase. The gamble is designed to test the handler's ability to direct his dog from a distance. Depending on the level of the gamble, the handler will be required to handle his dog anywhere from 15- to 30-feet away.

Generalizing or Proofing

Generalization is when a cued behavior becomes more probable in the presence of one stimulus or situation as a result of having been reinforced in the presence of another stimulus or situation (Pamela Reid).

Habituate or Habituation

The ability to stop reacting to a meaningless stimulus is called habituation (Pamela Reid). When you put your dog on the **Buja Board** and within a few minutes the dog stops

showing any concern about the movement under her feet, she has habituated to the **Buja Board** movement.

Involuntary Behavior

Responses that are not under the animal's control and are unlikely to be controlled by consequences (Pamela Reid). It is probably impossible to put a dog's eye blink on cue because the eye blink is involuntary.

Jackpot

A larger or higher-value reinforcer than the norm (Pamela Reid).

Jump Start

Also called reinforcer sampling. You allow the dog to see the reinforcer you plan to use, as a way to increase motivation (Pamela Reid). Flashing food or a toy as a way to help get the dog motivated are examples of jump starting. The problem is that the motivation is dependent on the flashing of food or toy and you won't have either in the agility competition ring.

Kong Toy

A special dog toy made of nearly indestructible rubber, which can be stuffed with food and left with the dog as a chew toy. For more information visit www.KongCompany.com.

L — M

Latency

The interval between the presentation of an antecedent stimulus and performance of the behavior (Pamela Reid).

Latent Learning

Learning that occurs but is not demonstrated or realized until there is motivation to show the accompanying changes in behavior (Pamela Reid).

Lead Out

An agility handling move used at the start line. The dog is asked to stay and the handler moves out onto the course. This enables the handler to recall the dog over the first set of obstacles, and is used to achieve a strategic advantage.

Learned Helplessness

A condition a dog may experience when she feels that unpleasant events are not controllable. In experiments in which dogs are shocked, if they can escape the shock, they experience frustration and anxiety. But if the dog cannot control or predict the shocks, after initial experimentation the dog will collapse and fail to respond to the shocks at all. It is as if the dog gives up because she knows she can't do a thing about it; she cannot adapt. It is not clear to her what behavior will cause her to receive a shock, so she does not determine any connection between consequences and her behavior. Consequences, whether reinforcing or punitive, don't affect these dogs and they appear depressed and despondent. It can be very difficult to rehabilitate such dogs. Rehabilitation revolves around convincing the dog that she can, in fact, control and predict events (gain some stability); in other words, building confidence (Steven Lindsay).

Learned Irrelevance

Also called the **pre-exposure effect**, the dog learns that a signal is not predictive and, therefore, irrelevant. Subsequent conditioning of the signal is retarded (Pamela Reid).

Learned Laziness

The most problematic contingency is when a dog is exposed to a situation in which reinforcement is equally likely to occur whether or not the specified response occurs — that is, the reinforcer and response occur independently of each other. In training, the non-contingent presentation of food may result in various

interference effects collectively referred to as Learned Laziness (Steven Lindsay).

Learning

The process whereby an animal experiences certain relations between events (Pamela Reid). Our dogs are always learning. What is your dog learning right now?

Changes in behavior resulting from experience (Jean Donaldson).

Learning Set

The phenomenon of an animal becoming progressively more proficient at solving new problems as a result of extensive experience solving similar problems (Pamela Reid). This is why clicker training is such a great gift to dog trainers: it helps dogs learn to learn, increasing their abilities to problem solve.

Limited Hold or Limited Hold Schedule

A restriction placed on a schedule requiring that the behavior be performed within a time limit in order for reinforcement to be delivered (Pamela Reid).

Loading

As in “loading the clicker” — the process of repeatedly presenting the clicker sound just prior to the delivery of a reinforcing stimulus so that it comes to acquire reinforcing properties (also known as **magazine training**) (Pamela Reid).

Lumping and Splitting

These terms were coined by clicker training greats, Marian and Keller Breland, and Bob Bailey. Lumping is a common training error of attempting to combine steps of training with the intent of speeding up learning. In reality, it accomplishes the opposite. Splitting is the proper way of training, always breaking down the behaviors to the

smallest possible components. This is the fastest and most ideal way of training new behaviors (Pamela Reid).

Luring or Prompting

Using some stimulus to elicit the behavior you wish to reinforce. For example, using the reinforcer to draw the dog's attention and luring the dog into doing what you want, or you can use physical props to guide a dog into doing what you want. Physically touching your dog with varying amounts of pressure to get the dog to do what you want is also a form of prompting (Pamela Reid).

Maintenance

The persistence phase of training in which associations learned during acquisition are repeatedly confirmed (Pamela Reid).

Management

Controlling the dog's environment so that you encourage desirable behavior, and discourage/prevent undesirable behavior (Pamela Reid).

Marker

A stimulus that signals to the animal the precise behavior that caused her to earn reinforcement (Pamela Reid).

Masters or Master's Level

The highest level of difficulty in the United States Dog Agility Association's (USDAA) agility tests.

Motivation

Psychological energy that arouses a dog to engage in particular behavior (Pamela Reid).

N — O

Negative Contrast

Depressed responding that follows delivery of reinforcement that is of lower value than the norm (also known as disappointment effect) (Pamela Reid). Negative

contrast is something to avoid in your training. Make sure that all your reinforcers are of high value to your dog or start lower and move upwards.

Negative Punishment

A procedure that involves the removal of a reinforcing stimulus as a consequence for a behavior and results in the decrease in the probability of that behavior (Pamela Reid). An example is timing your dog out in her crate for a short period of time.

Negative Reinforcement

A procedure that involves the removal of aversive stimulus as a consequence for a behavior and results in an increase in the probability of that behavior (Pamela Reid). Repeatedly yanking on your dog's leash to force her into heel position is an example of negative reinforcement.

Non-Contingent Reinforcement

Delivery of reinforcement irrespective of the dog's behavior (Pamela Reid). Feeding treats to your dog even though she is not engaging in a behavior is an example of non-contingent reinforcement.

Non-Qualifying

In agility, a run that incurred errors will usually be non-qualifying. Non-qualifying runs don't earn points toward coveted agility dog titles.

Novel Stimuli

A new stimulus (event) not previously experienced (Pamela Reid).

Off Course

In agility when a dog takes an incorrect obstacle it is called off course and is faulted by the judge.

One Trial Learning

A single presentation of behavior consequence resulting in changes in behavior.

Operant Conditioning

Learning that results from contingent relationships between behavior and its consequences (also known as **instrumental conditioning**, **Skinnerian conditioning**, **S-R learning**) (Pamela Reid).

Operant conditioning works in four ways: Positive Reinforcement, Positive Punishment, Negative Reinforcement and Negative Punishment.

Positive Reinforcement

A procedure that involves the application of a reinforcing stimulus as a consequence for a behavior and results in an increase in the probability of that behavior (Pamela Reid).

Positive Punishment

A procedure that involves the application of an aversive stimulus as a consequence for a behavior and results in a decrease in the probability of that behavior (Pamela Reid).

Negative Reinforcement

A procedure that involves the removal of an aversive stimulus as a consequence for a behavior and results in an increase in the probability of that behavior (Pamela Reid).

Negative Punishment

A procedure that involves the removal of a reinforcing stimulus as a consequence for a behavior and results in the decrease in the probability of that behavior (Pamela Reid).

Opposition Reflex

Sometimes called the **balancing reflex**. The opposition reflex is when an animal leans into pressure rather than yielding to it (scientifically known as **positive thigmotaxis**) or the tendency for a dog to resist pressure.

Overshadowing

If two stimuli are presented together, one will dominate the other even though both would be effective if presented separately (Pamela Reid). Present a verbal "yes", click at the same time, and then feed to create a conditioning effect. After conditioning takes place, dog is drooling. Test both separately and find that only the click elicits the conditioned response. The more salient, more noticeable, click conditioned and the verbal "yes" was overshadowed.

P — Q — R

Pack Theory

According to Dr. Ray Coppinger, Ph.D., author of the book *"Dogs: A Startling New Understanding Regarding their Evolution and Origin,"* dogs are not pack animals like their ancestor the wolf. Coppinger explains that it used to be thought that people domesticated wolves but the current scientific theories indicate that it is much more likely that wolves evolved into dogs as the result of scavenging human garbage. Another interesting book is *Dominance Theory in Dogs* by James O'Heare. This book extensively discusses how the theory of dominance is not useful when applied to dogs, because it does not accurately predict behavior.

Pair or Pairing

The process by which two stimuli become linked (Pamela Reid).

Pattern Training

Also called **patterning** or **overlearning**. Once behavior is trained to your chosen criteria, doing an enormous number of repetitions beyond that which would be normally required (Pamela Reid).

Ping-Ponging

This term was first referenced in print by Morgan Spector in "Clicker Training for Obedience." Ping-ponging refers to bouncing your criteria gently back and forth while still

overall increasing it. Pam Reid says, “criteria refers to a behavior or a behavior chain that the dog must emit in order to receive reinforcement.” If you were taking a test and each question you responded to, was progressively harder than the previous one, you would soon feel drained and mentally exhausted. If, however, the teacher was smart and ping-ponged the questions, easy then hard then easy again, you would likely do much better on the test. That is how dogs also prefer to have their knowledge tested. If you are working the weave poles, alternate between easy and more challenging while overall raising criteria.

Play Behavior Systems

Konrad Lorenz coined the term behavior systems as a replacement for the term **instinct**. Behavior systems describes behaviors that are linked together and that appear to be innate.

Postreinforcement Pause

A pause in responding following reinforcement; associated with fixed interval or fixed ratio schedules of reinforcement (Paul Chance). If your pattern of reinforcing becomes predictable to the dog, you may get a postreinforcement pause, the dog temporarily shows a decrease in motivation until she anticipates the time of potential reinforcement is closer.

Proofing

A program of discrimination and generalization training (Pamela Reid).

Pull Turn

An agility handling move in which the handler rotates the dog around his body, turning the dog in the same direction as he is turning. Also called **pole turn**.

Popping

In agility, an incorrect performance of the downside of a contact obstacle. The dog leaps down the ramp so that her front end bears most of her weight and the hind end lifts temporarily off the contact obstacle. Popping is also used for a dog that fails to complete the weaves, “popping” out of the poles.

Positive Contrast

Enhanced responding that follows delivery of reinforcement that is of higher value than the norm (also known as the **elation effect**) (Pamela Reid). Using positive contrast is fun and win/win dog training.

Positive Punishment

A procedure that involves the application of an aversive stimulus as a consequence for a behavior and results in a decrease in the probability of that behavior (Pamela Reid). An example is a person hitting a barking dog with a rolled up newspaper. The hitting of the dog decreases probability of barking.

Positive Reinforcement

A procedure that involves the application of a reinforcing stimulus as a consequence for a behavior and results in an increase in the probability of that behavior (Pamela Reid). In this book when the term reinforcement is used, positive reinforcement is meant.

Premack Principle

Access to preferred activities function as reinforcement for the performance of less preferred behaviors (also known as **Grandma’s Law**) (Pamela Reid). Nicki prefers playing Frisbee over heeling, so I heel Nicki before we play Frisbee. As a result heeling predicts play with the Frisbee and heeling has become more fun to Nicki. A win/win.

Prompting

The presentation of a stimulus in order to elicit a given behavior (Pamela Reid). You can use food or a toy to draw the dog's attention and lure her into doing what you want, or you can use physical props, i.e. your hands, targets or barriers, to guide a dog into doing what you want.

Proofing

A program of discrimination and generalization training (Pamela Reid).

Punishment

A procedure that when applied to the dog, results in a decrease of the probability of that behavior (Pamela Reid). The application of punishment will cause the animal stress. That is why excellent dog training minimizes its use. Incidentally it is impossible to train without any punishment because simply withholding your click and reinforcement, which is necessary for learning, is **Negative Punishment**.

Random Sampling

A term used to describe what the dog does during training sessions in which she is encouraged to offer behaviors from her repertoire. (Trainer is not cueing any specific behavior.) Random sampling can interfere with duration behaviors, so put it on a verbal or contextual cue.

Rapid Fire Clicking and Reinforcing

The act of repeatedly clicking and reinforcing in order to communicate to your dog that she is to hold the current position. This is how the dog is taught to hold the 202ONT position in agility. It is also how you can teach a dog to hold a sit, down or stand position. (Usually, I prefer the "asking questions" — proofing method — to increase duration.)

Rate of Reinforcement

Frequency with which reinforcement is delivered (Pamela Reid).

Ratio Strain

If the requirement of a ratio schedule is too high, the animal will slow down, take breaks or stop working altogether. This implies that the animal is not prepared to put in that much effort for the amount of reinforcement received (Pamela Reid).

Disruption of the pattern of responding due to stretching the ratio of the reinforcement too abruptly too far (Paul Chance). Actually, I think this term should be renamed "Arnie Strain" because my mom's Jack Russell, Arnie, is the king of ratio strain, post-reinforcement pause and anything else that will give a trainer gray hair.

Rear Cross

In agility, a handling move used to turn the dog that requires the handler to cross behind the dog's path.

Reinforcement

For the purposes of this book when reinforcement is mentioned, positive reinforcement is meant. Reinforcer refers to a positive reinforcer.

Reinforcement History

Refers to the series of responses corresponding to a particular contingency of reinforcement for a particular operant response (James O'Heare). Reinforcement history exists because of classical conditioning. Classical conditioning causes your dog to associate good and bad events with you or other things in her environment. Things that your dog likes that are linked with you increase your dog's reinforcement history with you. Alternately, things that your dog dislikes that are linked with you decrease your reinforcement history with your dog. Reinforcement

history is similar to a bond your dog establishes with you, people, agility obstacles, cues, handling moves and so on.

Reinforcement Schedules

The rules governing which responses earn reinforcement (Pamela Reid).

Reinforcer Sampling

A antecedent procedure that places the animal in contact with a reinforcer prior to responding in order to stimulate performance, also called **jump start** (Pamela Reid).

S — T

Salience

How noticeable something is (Pamela Reid). For example, when teaching your dog to take a jump rather than the A-frame, consider that the A-frame is far more salient to the dog than the jump because it is wider, higher and more solid. Set the dog up for success by placing the jump in her path and the A-frame out of her path. This will increase the jump's salience.

Satiation

Occurs after a large amount of one type of reinforcement has been experienced (Pamela Reid). You are reinforcing with food and the dog becomes full.

Scalloping

A result of using a fixed interval schedule of reinforcement. It becomes predictable to the dog when the next reinforcement will be delivered so the trainer observes a dramatic drop off in responding immediately after reinforcement. As the dog approaches the time of reinforcement the vigor with which the behavior is performed or the number of responses will increase (Jean Donaldson).

Scribe

A volunteer at an agility trial that assists the judge and notes the faults that the judge is signaling.

Self-Reinforcing

Any behavior that does not require external reinforcement in order to be maintained. The behavior itself is intrinsically reinforcing to the animal. Most dogs enjoy barking so, if ignored, barking will not decrease.

Sensitizing

Instead of habituating to a repeated stimulus, sometimes the dog's reaction to it will become even stronger. Thunderstorm phobia is an example of sensitizing. Sensitization is not stimulus specific and as the result of sensitization any novel stimulus can trigger a heightened response (Pamela Reid).

Serpentine

A pattern of agility obstacles that requires the dog to travel in one direction followed by a 180-degree turn in the opposite direction.

Shaping

Shaping, actually shaping by successive approximation, is the process by which the trainer differentially reinforces approximations of the desired behavior. The trainer begins by reinforcing the behavior already in the dog's repertoire that vaguely most resembles the desired behavior. Next, the trainer adjusts the criteria for reinforcement so that the form of the behavior gradually shifts to the desired behavior (Pamela Reid).

Signal

A stimulus or event that conveys information about the occurrence or non-occurrence of an event that is significant to the dog (also known as **cue**, **antecedent stimulus**, **discriminative stimulus**, **SD**) (Pamela Reid).

Single Event Learning

The process by which a dog habituates or sensitizes to a stimulus that is repeatedly presented.

Splitting and Lumping

These terms were coined by clicker training greats, Marian and Keller Breland, and Bob Bailey. Splitting is the proper way of training. Always breaking down the behaviors to the smallest possible components. This is the fastest and most ideal way of training new behaviors. Lumping is a common training error of attempting to combine steps of training with the intent of speeding up learning. In reality it accomplishes the opposite.

State Dependent Learning

The mental state of the dog is linked to what she learns. If the dog learns to sit when calm, she will more likely remember this cue when calm, and less likely to remember what “sit” means when in an aroused state.

Stimulus

Anything the dog can perceive is a stimulus (Pamela Reid).

Stimulus Control

Also called **signal control** or **cue control**, said to have occurred when a stimulus (also known as **signal** or **cue**) systematically affects the performance of a behavior (Pamela Reid).

Success Point

The specific criteria that your dog is able to perform successfully. Find your dog’s success point and build on it, rather than focusing on what is going wrong.

Success Rate

Frequency of correct responses (Pamela Reid).

Superstitious Behavior

The modification or maintenance of a behavior by accidentally or unintentionally reinforcing it (James O’Heare).

Suppress

The animal ceases to perform a behavior (Pamela Reid). Punishment suppresses behavior, however the punishment is also associated with the punisher via classical conditioning. Your cues can also be associated with punishment, thus poisoning them. Suppressing your dog’s behavior is a lose/lose. Teach your dog other behaviors. A win/win.

Targeting or Target Training

Training that involves teaching the animal to make contact with a target and then using movement/placement of the target to prompt behaviors (Pamela Reid).

Two On and Two Off Nose Touch Position (2O2ONT)

In agility, a method used to train contact obstacle performance that requires the dog to go into a position where two hind feet are on the contact obstacle and two front feet are on the ground with the dog touching her nose to the ground. This method was developed by Stacy Peardot and Susan Garrett.

Threadle or Pull Through

A pattern of agility obstacles numbered by the judge in a way to require the dog be brought back between two obstacles. Called threadling, because it is similar to pulling a thread through the eye of a needle.

Time-Out

A procedure designed to reduce the probability of a target behavior in which access to reinforcement is removed for a particular time period contingent upon the performance of an undesired behavior. Either the animal is removed from

the reinforcing environment or the environment is removed from the animal.

There are three types of time-out:

1. Dog is removed — you gently take dog and place her in her crate.
2. Owner/reinforcement is removed — you leave.
3. Contingent observation — dog gets to watch while other dog gets her reinforcement. Possibly useful to build motivation, possibly less useful to eliminate behavior.

All three types of time-outs are effective. Depending on the dog, a certain type may be more effective than others. (Pamela Reid) The use of negative punishment can be indication of poor training. Ideal agility training minimizes the use of negative punishment.

Timer

A volunteer that times a dog's agility run by starting the clock as the dog's nose crosses the start line and ending it the moment the dog's nose crosses the finish line.

Trajectory

In agility, the path that the dog takes while jumping is called the trajectory. The desired trajectory is usually a perfect half circle arc.

Trial

A single presentation of stimulus-stimulus or behavior-consequence or stimulus-behavior-consequence (Pamela Reid). Just to be confusing, the term trial is also a term for an agility competition.

U — V — W — X — Y — Z

Unconditioned Response

Abbreviated UCR — a response elicited by the presence of an unconditioned stimulus, in the absence of any prior learning (Pamela Reid). Your dog's eye blinking (UCR) as

the result of you blowing a puff of air into it (UCS), is an example of an unconditioned response.

Unconditioned Stimulus

Abbreviated UCS – a stimulus of significance to the animal in the absence of any prior learning (also known as primary reinforcement, unconditioned reinforcement, unconditioned punishment) (Pamela Reid). A puff of air (UCS) that you blow into your dog's eye and causes the dog to blink is an example of an unconditioned stimulus.

USDAA

Abbreviation for the United States Dog Agility Association. For more information visit www.USDAA.com.

Variable Schedule of Reinforcement

Schedules of reinforcement that are made contingent upon the performance of a variable number of responses before one is reinforced (Pamela Reid). Humans are generally not good at being variable and even if they are, it is better to use differential reinforcement of excellent behavior.

Voluntary Behavior

Responses that are under the animal's control and are likely to be controlled by consequences (Pamela Reid). Clicker training is based on clicking and reinforcing behaviors that are voluntarily offered by the dog, not forced, or coerced.

Wrong Course

In agility when a dog takes an incorrect obstacle, it is faulted as a wrong course.

Yellow Contact Zone

An area located at the bottom of the contact obstacles that is painted yellow. In order to prevent incurring faults while running an agility course, dogs are required to touch this yellow area in a clear fashion that is visible to the judge.

Appendix 2 Recommended Resources

All the books listed below are available at www.Dogwise.com, www.CleanRun.com, www.CourteousCanine.com or at www.ClickerTraining.com.

Agility

The Agility Record Book by Marie Logue available at www.recordbooks.net

Agility Success by Angelica Steinker available at www.CleanRun.com

Agility Tricks by Donna Duford available at www.CleanRun.com

The Book of Games by Bud Houston available at www.CleanRun.com

The Clean Run Source Book by Clean Run Productions available at www.CleanRun.com

Clicker Agility for Fun and Fitness by Diana Bird

Competing in Agility by Cindy Buckholt available at www.CleanRun.com

Course Design by Stuart Mah available at www.CleanRun.com

Jumping from A to Z by Chris Zink and Julie Daniels

The Jumping Issue by Clean Run Magazine.

Jumping seminars by Susan Salo available nationwide for more information contact Susan at: jumpdogs@aol.com

Peak Performance by Chris Zink

Aggression

Aggressive Behavior in Dogs by James O'Heare

Bringing Light to Shadow by Pamela Dennison

The Canine Aggression Workbook by James O'Heare

Changing People Changing Dogs by Dee Ganley

Click to Calm by Emma Parsons

Dogs Bite but Balloons and Slippers are More Dangerous
by Janis Bradley

Fatal Dog Attacks by Karen Delise

Fight! by Jean Donaldson

Mine! by Jean Donaldson

Clicker Training

The Book of Challenges by Kay Laurence

Click N Sniff: clicker training for scent discrimination by
Deb Jones

Clicker Training Foundation by Kay Laurence

Clicker Training Intermediate by Kay Laurence

Clicker Training Novice by Kay Laurence

Clicker Training for Obedience by Morgan Spector

Clicker World Obedience by Kay Laurence

Click for Joy! by Melissa Alexander

Dances with Dogs by Kay Laurence

Don't Shoot the Dog by Karen Pryor

Karen Pryor on Behavior by Karen Pryor

Lads Before the Wind by Karen Pryor

*Quick Clicks, 40 Fast and Fun Behaviors to Train with a
Clicker* by Mandy Book and Cheryl S. Smith

Special Weave Pole Training Issue by Clean Run
Magazine

Teaching People Teaching Dogs magazine by Kay
Laurence

Walk with Me by Kay Laurence

Dog Behavior

Canine Neuropsychology by James O'Heare

The Canine Separation Anxiety Workbook by James
O'Heare

The Culture Clash by Jean Donaldson

*Dogs: Startling New Understanding of Canine Origin,
Behavior and Evolution* by Ray Coppinger and Lorna
Coppinger

Dominance Theory and Dogs by James O'Heare

Excel-erated Learning by Pam Reid, Ph.D.

Front and Finish Articles by Chris Bach

The Third Way Instructor's Manual by Chris Bach

Advanced Texts

Aggressive Behavior in Dogs by James O'Heare

Applied Dog Behavior and Training vol. I and vol. II, by
Steven Lindsay
Coercion and Its Fallout by Murray Sidman
The Domestic Dog by James Serpell
Genetics and the Social Behavior of the Dog by Scott and
Fuller

Positive Training

Fun and Games with Dogs by Roy Hunter
Fun Nosework for Dogs 2nd Edition by Roy Hunter
More Fun and Games with Dogs by Roy Hunter
The Other End of the Leash by Patricia McConnell
The Power of Positive Dog Training by Pat Miller
So Your Dog is Not Lassie by Fisher and Delzio
Whale Done! by Kenneth Blanchard, Thad Lacinak, Chuck
Tompkins and Jim Ballard

Online Learning

For trainers interested in furthering their education
www.CynologyCollege.com provides online courses and
diploma programs in dog behavior, training, learning
theory and professional behavior consulting.

Recommended Videotapes/DVDs

Canine Cineradiography: A study of bone and joint motion
as seen through moving x-rays by Rachel Page Elliott
Chris Bach the Third Way Foundation Video Series
Clean Run Productions Agility World Championship Videos
Clicker Fun – three tape series by Deborah Jones, Ph.D.
Dogs Need Massage Too! Canine Massage Video by
Angela Wills
Foundation Training Video tape 1 and 2 by Greg Derrett
Julie Daniels Agility DVD
The Language of Dogs, 3-DVD set by Sarah Kalnajs
Pets Incredible DVD www.Petsincredible.com
Sue Sternberg Videos www.SueSternberg.com

Recommended Magazines

Agility Action, available at www.agilityaction.com

Agility in Motion the first DVD bimonthly agility videozine.
www.agilityinmotion.com

Clean Run Magazine. The magazine for all agility enthusiasts. Available at www.cleanrun.com

The Clicker Journal available at
<http://www.clickertrain.com/journal.html>

Dog Trainer's Journal a new publication dedicated to the art and science of dog training.
www.DogTrainersJournal.com

Teaching Dogs Magazine. The best clicker magazine.
www.Learningaboutdogs.com

The Whole Dog Journal Magazine available at www.whole-dog-journal.com

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Recommended Websites

You can find a list of these links on www.ClickandPlayAgility.com that will enable you to browse directly on the internet, rather than type in the links.

The Applied Companion Animal Network www.acabn.com a resource for dog owners on pet behavior, training and problem solving.

International Institute for Applied Companion Animal Behavior. www.iiacab.com. Resources for professional trainers and behavior consultants.

Canine Health Websites

<http://www.itsfortheanimals.com/HEMOPET.HTM>

www.caninerehabilitation.com

www.Caninelcer.com

This website sells dog ice packs and wonderful carpal supports. These supports, similar to ones used on horses, protect the dog's front leg wrists from potential damage created by the pounding first stride on the A-frame and landing on the front end after jumping.

www.OFFA.org

This is the official site of the Orthopedic Foundation for Animals, a non-profit organization that tracks hip dysplasia, and elbow dysplasia. The site also contains info on CERF, which is an ophthalmologic exam passing

or failing the dog for genetic eye defects which may cause a dog to go blind. On this website you can actually enter kennel names, registration numbers, or OFA numbers to search for health screened animals. OFA also contains information on other genetic problems.

www.optigen.com/

This website provides DNA screening for common and serious dog illnesses.

www.PennHip.org

The website for a hip dysplasia screen, commonly used by the clicker trained service dog community and others interested in rigorous and accurate screening. PennHip is considered superior to OFA screening by many, including myself.

<http://w3.vet.upenn.edu/research/centers/penngen/>

The Section of Medical Genetics is dedicated to pursuing clinical and basic research on inheritable diseases of companion animals to better understand the disease processes and to develop novel therapeutic approaches.

<http://www.vetgen.com/>

Using VetGen's services, combined with our valuable DNA Profiling and DNA Storage, for the first time in history, animal breeders and owners have the opportunity to eliminate targeted inherited diseases in a growing number of breeds.

Animal Emotions

<http://www.nwf.org/internationalwildlife/2001/emotionso01.html>

A link to an article "Natural Passions" discussing displays of affection, happiness, sadness and other emotions in animals.

Agility Websites

www.AgilityNerd.com

This is a training blog that is organized for agility enthusiasts.

www.agilityrecord.com

This site can help you track your competition agility titles and legs.

www.cleanrun.com

This is the site of Clean Run Agility Magazine, the best agility magazine available, and one of the best dog magazine's in the world.

www.DogwoodAgility.com

This is the official site of agility great Bud Houston and contains info on his electronic agility magazine, his camps, and much more.

Various Info and Clicker Training Sites

www.4m.com

Another great dog bookstore.

www.AgilityAbility.com

A very informative and useful dog agility website.

www.AKC.org

If you are interested in competing in the AKC flavor of agility this is the site for information and forms.

www.apdt.com

The Association of Pet Dog Trainer's website.

www.clickersolutions.com

A superb clicker training website.

www.clickertraining.com

Karen Pryor's wonderful website which features news, info and retail sales of the best clicker gear available.

www.courteouscanine.com

The author's website.

www.CynologyCollege.com

A website for professional dog trainer education.

www.dogagility.org

This is the website for Tea Cup Agility. This association sanctions competitions that are for small dogs running 16 inches in jump height and lower.

www.docna.com

This is the website for Dogs on Course of North America a new agility venue that is quickly gaining popularity.

www.dogpatch.org

A fun website for anything dog.

www.dogwise.com

The website for the greatest doggie bookstore on the web.

www.genuinedoggear.com

Retail and wholesale sales of dog toys, leashes and dog gear.

<http://www.k9cpe.com/>

This website is for Canine Performance Events an association offering agility titles with various levels and games.

www.LearningAboutDogs.com

This is the website of master clicker trainer Kay Laurence.

www.Nosetouch.com

The site for the electronic training products “Touch It” and “Hit It” used to train nose touches and running contacts for agility.

www.sitstay.com

One of the best websites for anything dog!

www.SueSternberg.com

If you have an aggressive dog Sue Sternberg’s website sells excellent videos and books. Sue Sternberg can read dogs like most people read a book.

www.thekongcompany.com

The Kong Toy is an excellent chew toy that you can stuff to keep your dog busy when you are not home.

www.trainthethirdway.com

Chris Bach’s website. Information on her THIRD WAY training philosophy and training techniques.

www.USDAA.com

The website of the United States Dog Agility Association, provides info and forms.

Recommended Software

Clean Run Course Designer Software, available at

www.cleanrun.com

This software will help you design your own courses.

Sniffy the Virtual Rat software, available at
http://www.wadsworth.com/psychology_d/special_features/ext/sniffy/index.htm

This software is a blast for the operant and classical conditioning buff.

Recommended Agility and Clicker Training Emailing Lists

<http://groups.yahoo.com/group/agility-equipment/>

A list for people interested in making their own agility equipment.

<http://groups.yahoo.com/group/CleanRun/>

An Agility list for readers and fans of the Clean Run Dog Agility Magazine.

<http://groups.yahoo.com/group/clickerdogs/>

A list for clicker trainers.

<http://groups.yahoo.com/group/ClickHerd/>

A list for herding enthusiasts teaching herding behaviors with a clicker.

<http://groups.yahoo.com/group/ClickSport/>

A list for dog sport enthusiasts who train with the clicker.

Agility Equipment Manufacturers

A1 Agility Equipment Phone: 585-396-3009

<http://www.a1agilitydog.com/>

Action Agility Equipment Phone: 909- 679-3699

<http://www.actionk9.com/>

Agility by Carlson Phone: 717-597-5076

Agility Dog Nova Star Equipment

<http://www.agilitydog-novastarr.com/>

Agility Equipment

<http://www.agility-equipment.com/>

Agility for Less

<http://www.agilityforless.com/>

Camelot Agility Equipment

<http://www.camelotaussies.com/AgilityEq4Sale.htm>

Dog Tube

<http://www.doqtube.com/>

J and J's Dog Supply Phone: 1-800-642-2050

<http://www.jjdog.com/>

Max200/Pipe Dreams Agility Equipment

www.Max200.com

Mick Tini's Agility Equipment Phone: 519-632-9444

<http://www.k9sports.ca/>

NTI Global Tunnels

<http://www.ntiglobal.com/DogAgility/Index.htm>

Over Rover! Agility Equipment Phone: 866-837-7683

<http://www.overrover.com/>

Paw-Z-Tracks Agility Equipment Phone: 403-248-8744

<http://www.paw-z-tracks.com/>

Paul's Dog Agility Works Phone: 780-995-1376

<http://www.paulsdogagilityworks.com/>

Rocket Dog Agility Equipment Phone : 1-888-699-6116

<http://www.rocket-dog.com/>

Train Agility Equipment

<http://www.trainagility.com>

WeavePoles.Com

<http://www.weave-poles.com/>

Appendix 3 Training Plan Ideas

A good training plan is flexible, because every dog is different. The training plan charts in this appendix allow adjustments for each dog and handler team. The charts create a framework for the approximations described in this book. The completion of the training process will likely take six months to two years if you practice on a daily basis. When in doubt take more time rather than less.

When following any training plan, only advance to the next approximation if you are able to play the games at a success rate of 90 percent. Use the charts below to ensure that your dog has been trained and prepared for fun matches and trials. Consider first trialing in NADAC tunnelers and jumpers or USDAA jumpers, usually these classes are more flowing and less demanding for a dog new to agility. You can build up to AKC jumpers with weaves and eventually enter the standard classes when your dog demonstrates consistent confidence.

If you are a group instructor consider giving your students one TAG for each check mark. The charts below offer a starting point, ideally customize charts for each dog and handler team. Award TAGs for exercises that are skipped because the dog does not require the approximations. For example, a tiny 8-inch jumper will not need to train the 202ONT behaviors. Be generous when reinforcing.

Individual Dog and Handler Team Agility Training Charts
Place a check mark and date as each item is completed. Games listed below are from Chapters 1-4. The Nightmare on Elm Street game is completed when you have designed the nightmare and completed the nightmare proof you described. Ideally, games, restrained recalls and the food dish game are integrated into your daily interactions with your dog. For easy reference, next to each behavior you will find the page number where the game is described.

The length of this list may seem overwhelming, however many check marks can be achieved in only a few minutes of training. I feel grief when I near completing a check list for one of my own dogs, because teaching a dog to play agility is heaven on earth to me.

Foundation	Explained by Instructor	Completed	Proofed
Attention game p.37			
Passive attention game p.42			
On/off switch game p.49			
Food dish game p.65			
Timing game p.70			
Reinforcer toss on spot game p.73			
Nightmare on Elm Street game (design your nightmare) p.79			
Your dog's signs of stress (create list) p.113			
Restrained recall game p.121			
Game inventory : Food games (create list) Chap. 5			
Games inventory : Toy games (create list) Chap. 5			
Games inventory : no food no toys (create list) Chap. 5			
Other :			

The games listed below are from Chapter 5. All games listed should be put on cue, trained to duration, body independent and proofed. If body independence does not apply NA was placed into the chart.

Ground games	On cue	Duration	Body Independent	Proofed
	Sit p.155			
Down p.157				

Ground games	On cue	Duration	Body Independent	Proofed
Stand p.166				
Okay p.156, 162				
Hand targeting p.167			NA	
Target stick game p.165			NA	
Left p.173				
Right p.173				
Running side by side game – dog on right p.169			NA	
Running side by side game – dog on left p.169			NA	
Front crosses – both sides p.368			NA	
Set up game (front or heel position) p.161			NA	
Lead out game p.163 and Chap. 10			NA	
Magic flashlight game p.171			NA	
Name game p.172				
Jump in chair game p.172			NA	
Fork lift game p.172			NA	
Out game p.174			NA	
Go game p.177				
Back game p.182				
Turn on forehand game p.185			NA	
Look game p.186				
Leave it p.187				
Get it p.187				
Other :				

The chart below lists games from the contact training chapter taking you through the entire process. If a certain skill set did not apply to a game an NA was placed into the chart.

Contact games	90% Success	In Front Position	Off Handler's Left	Off Handler's Right	Behind Dog	Proofed
Flat boards p.207		NA			NA	
Buja board game p.233						
Bang noise game p.234						
Cavaletti games p.208						
Nose touch games p.210						
Position game p.213						
Hold game p.217						
Okay game p.217						
Slide game p.219						
Slat games under first slat p.225						
Slat games one slat p. 225						
Slat games two slats p.225						
Slat games three slats p.225						
Target faded p.226						
Slat games four slats p.225						

Contact games	90% Success	In Front Position	Off Handler's Left	Off Handler's Right	Behind Dog	Proofed
Slat games five slats p.225						
Other :						

The chart below takes you through the games listed in the jumping chapter. For some of the games the columns send and recall didn't apply and in those cases NA was placed in the chart.

Jumping games	Off Handler's Left	Off Handler's Right	Send	Recall	Lateral Distance	Run with Dog	Proofed
Cavaletti games : straight line p.264							
Cavaletti games : various angles p.268							
Cavaletti games : various spacing p.269							
Cavaletti games : curved p.270							
Jump chute games : straight p.271							
Jump chute games : off set angles p.272							
Jump chute games : off set spacing p.272							

Jumping games	Off Handler's Left	Off Handler's Right	Send	Recall	Lateral Distance	Run with Dog	Proofed
Oval p.277			NA	NA			
Pinwheel p.278			NA	NA			
270-degree p.279			NA	NA			
180-degree p.280			NA	NA			
Three sided box p.282			NA	NA			
Four sided box p.281			NA	NA			
Double box p.281			NA	NA			
Five sided box p.282			NA	NA			
Eight sided box : serpentine p.283			NA	NA			
Eight sided box : threadle p.283			NA	NA			
Eight sided box : keep out p.283			NA	NA			
The S exercise p.284			NA	NA			
Other :							

The chart below covers games from the contact and obstacle chapters.

Obstacles	Around the Clock	Wrap p. 88	Send 5 feet	Send 10 feet	Send 15 feet	Send 20 feet	Recall 5 feet	Recall 10 feet	Recall 15 feet	Recall 20 feet	Lateral 5 feet	Lateral 10 feet	Lateral 15 feet	Lateral 20 feet	Proofed – including rear cross and front cross
Single bar jump p. 247															
One bar jump p. 248															

Obstacles	Around the Clock	Wrap p. 88	Send 5 feet	Send 10 feet	Send 15 feet	Send 20 feet	Recall 5 feet	Recall 10 feet	Recall 15 feet	Recall 20 feet	Lateral 5 feet	Lateral 10 feet	Lateral 15 feet	Lateral 20 feet	Proofed – including rear cross and front cross
Panel jump p.296															
Double jump p.292															
Triple jump p.293															
Tire jump p.297															
Broad jump p.293															
Winged jumps p.249															
Tunnel p.327															
Chute p.329															
Table : hop on p.298															
Table : speed to p.298															
Table : torque p.298															
Table : sit p.298															
Table : down p.298															
Table : hold p.298															
Table : okay p.298															
A-frame Chap.7															
Dog walk Chap. 7															
Teeter Chap. 7															
Three poles p.309															
Channel width of dog p.314															
Channel ¾ width of dog p.314															
Channel ½ width of dog p.314															
Channel ¼ width of dog p.314															
6 poles closed p.314															
12 poles closed p.314															

Below are the games from the handling chapter, including games that teach the dog the handling moves. Standing in place did not apply to several games and NA was placed in the chart when that was the case. Games can be played on the flat with and without a dog. When playing the games over obstacles, walking and jogging can be done without the dog if the handler needs to increase the speed of his handling or improve his timing to match his dog's working speed. It may not be possible to play all of the games listed with all dogs, ideally customize this and all the charts to each dog and handler team.

Handling	In Place	Walking	Jogging	Running	One Jump	Sequence
Arm 0-inches from hip p.343						
Arm 6-inches from hip p.344						
Arm 12-inches from hip (no photo)						
Arm parallel to ground p.345						
Bowl arm p.345						
Rotate arm and shoulder 90-degree in front of body p.344						
Magic flashlight p.345						
Connection game : 2 obstacles p.346						
Connection game : 4 obstacles p.346						
Connection game : 6 obstacles p.346						
Connection game : 8 obstacles p.346						
Connection game : 12 obstacles p.346						
Connection game : 16 obstacles p.346						
Connection game : 20 obstacles p.346						
Connection game : 24 obstacles p.346						
Line speeding up and slowing down game p.349						
Pull turn p.357	NA					

Handling	In Place	Walking	Jogging	Running	One Jump	Sequence
Pull turn game for dog p.361	NA					
Rear cross p.361	NA					
Rear cross game for dog p.366	NA					
Front cross p.368	NA					
Front cross game for dog p.374	NA					
False turn p.376	NA					
False turn game for dog p.379	NA					
Line p.390	NA					
Pinwheel p.391	NA					
Serpentine p.391	NA					
Box p.392	NA					
Zig Zag p.393	NA					
Other :						

Appendix 4 Explanation of Titles and Tracking of Legs

In agility competition, a run that is good enough to go toward earning a title is called a qualifying run. A qualifying run means a “leg” toward a title was earned. Most titles require three legs.

Since there are so many venues of agility competition, I am going to present a very basic overview of the rules for what can earn a leg and titles in only AKC and USDAA agility.

At this writing, the following agility venues are available:

American Kennel Club www.AKC.org

Canine Performance Events www.k9CPE.com

North American Dog Agility Council www.NADAC.com

Tea Cup Dog Agility www.dogaagility.org

United States Dog Agility Association www.USDAA.com

New venues sporadically pop up and certain flavors are more popular in certain geographical locations.

Rulebooks are available on each organization’s website. It is time well spent if you read the rules before you enter and compete.

Explanation of Faults

There are basically five types of faults: refusals, wrong courses, table, time and elimination.

- Refusals are when the dog approaches the correct obstacle, but then turns back on her path and away from the obstacle. Avoid refusals by clearly signaling the obstacle and not leaving any questions in your dog’s mind about where she is going next.
- Wrong courses occur when the dog either on her own, or because the handler signaled it, begins to take or completes an incorrect obstacle or even

several obstacles. Just like with refusals, if you clearly signal your dog's path you can avoid wrong courses.

- Table faults are assessed if your dog releases herself or is released by you before the 5-second count is complete. Generally the table count is, "five, and four, and three, and two, and one, and go." It is important to wait until the count is over including the "o" of the judges "go" before releasing the dog.
- Before dogs and competitors run the course the judge uses a wheel to measure the length of the course in yards. The judge uses this measurement to come up with the standard course time. This time varies depending on the height of the dog. Small dogs are given more time to complete the course and large dogs are given less time, since they are faster. If a dog and handler team don't complete the course in the allotted time, time faults are assessed. Usually the number of time faults is one to three points per second over standard course time.
- Knocked bars and missed contacts are considered a failure to perform the obstacle. Assessment of a failure to perform any obstacle means the team can't qualify. A contact is considered to be missed if no part of the dog touches the yellow of the contact zone. If the judge sees even one toe nail in the yellow there is no fault. In AKC all yellow contact zones are judged except for the up contact of the A-frame.
- Certain rule violations are taken more seriously and, as a result, a dog and handler team can be asked to leave the ring. If your dog relieves herself in the ring this will cause her to be eliminated and

the judge will ask you both to leave the ring. The handler cussing, the unsafe performance of an obstacle, most touching of the dog or touching an obstacle will also cause an elimination. Even if you accidentally touch an obstacle, you will be eliminated. The rules state that if the handler accidentally touching the dog aids the performance of the dog, then the team is eliminated. So even accidental contact can cause you to be eliminated if the judge determines that it helped the dog perform the course.

AKC Qualification Chart

Type of Fault	Novice A & B (score required 85)	Open (score required 85)	Excellent A (score required 85)	Excellent B (score required 100)
Refusal – 5 faults	2 permitted	1 permitted	0 permitted	0 permitted
Wrong Course – 5 faults	2 permitted	1 permitted	0 permitted	0 permitted
Table Fault – 5 faults	2 permitted	1 permitted	0 permitted	0 permitted
Time Faults (dog's course time over what judge allowed)	Up to 15 faults or 15 seconds over course time permitted	Up to 15 faults or 7 seconds over course time permitted	Up to 15 faults or 5 seconds over course time permitted	0 permitted
Failure to Perform (dropped bars/ missed contacts)	0 permitted	0 permitted	0 permitted	0 permitted
Elimination Faults	0 permitted	0 permitted	0 permitted	0 permitted

The chart above is intended for use as a guideline. Ideally train your dog to where she can at least run an open course cleanly and then begin competing in Novice.

Novice A classes are for people new to the sport. Novice B classes are for experienced competitors with a young dog.

USDAA Qualification Chart

Type of Fault	Starters and Novice (no faults to qualify)	Advanced (no faults to qualify)	Masters (no faults to qualify)
Refusal	Up to three permitted (just wasting time)	0 permitted	0 permitted
Wrong Course	0 permitted	0 permitted	0 permitted
Missed Contact	0 permitted	0 permitted	0 permitted
Table	0 permitted	0 permitted	0 permitted
Dropped Bar	0 permitted	0 permitted	0 permitted
Elimination	0 permitted	0 permitted	0 permitted

Just like AKC Novice B, Novice is for young dogs with experienced handlers. Starters is for inexperienced dogs and handlers. USDAA rules differ slightly from AKC rules. While AKC does not judge refusals at the weave poles in Novice, USDAA does not judge refusals at all in the Novice or Starters classes, however, to qualify, no faults at all are allowed.

AKC Title and Leg Tracker

Title	Leg Date, Location & Judge	Leg Date, Location & Judge	Leg Date, Location & Judge
Novice Standard (NA)			
Novice Jumpers (NAJ)			
Open Standard (OA)			

Title	Leg Date, Location & Judge				Leg Date, Location & Judge					Leg Date, Location & Judge	
Open Jumpers (OAJ)											
Excellent Standard (AX)											
Excellent Jumpers (AXJ)											
Masters Standard (MX)	1	2	3	4	5	6	7	8	9	10	Comments
Masters Jumpers (MXJ)	1	2	3	4	5	6	7	8	9	10	Comments

Master Agility Champion (MACH)	Speed Points 750	Double Qs 20	Comments

Use the chart above to keep track of your AKC qualifying runs. Every time you have a qualifying run enter the date, score and name of judge. Dogs entered in Novice earn legs toward their Novice titles (NA and NAJ). Once you have earned a title you can move up to the Open level in that class. In Open you can earn the OA and OAJ and once you have completed either of those titles you can move into Excellent A in the corresponding class. In Excellent A you earn legs toward your AX and AXJ. Either title gets you into Excellent B in that class. Once you have earned both the AX and the AXJ, you have only three titles remaining MX, MXJ and the MACH. All three of these titles require more legs than the previous titles. MX and MXJ both require ten legs each. The MACH requires both 750 speed points and 20 double Q's. Speed points are earned by being under course time. Each second under course time is a speed point. First or second placements

can increase the number of speed points. A double Q is earned when a dog qualifies in standard and jumpers with weaves on the same day. For dogs that continue to compete beyond the MACH they can add a number after the MACH for each additional time they have reached the MACH criteria. You can find some dogs with MACH9 before their names, this means they have reached the MACH criteria 9 times!

AKC also offers a program called Preferred which allows dogs to compete at one jump height lower than they measured.

AKC Jump Heights

Height is measured at the withers, where the dog's neck attaches to the body.

11-inches and under jump 8-inches.

14-inches and under jump 12-inches.

18-inches and under jump 16-inches.

22-inches and under jump 20-inches.

Over 22 inches jump 24-inch jumps.

Many competitors choose to compete with a young dog in the preferred program, because if the dog measures over 22-inches the dog can jump the lower 20-inches instead of 24-inches. Preferred is also a great program for older dogs that are no longer able to jump their full jump height. The Preferred program also offers titles.

USDAA Championship Program Title and Leg Tracker

Title	Standard 1	Standard 2	Standard 3	Gamblers 1	Jumpers 1	Pairs Relay 1	Snooker 1
Agility Dog (AD)							
Advanced Agility Dog (AAD)							
Masters Agility Dog (MAD)							
Agility Dog Champion (ADCH) – Masters titles in each game and 5 Tournament legs							
Gamblers Master (GM)	Leg 1	Leg 2	Leg 3	Leg 4	Leg 5		
Jumpers Master (JM)	Leg 1	Leg 2	Leg 3	Leg 4	Leg 5		

Relay Master (RM)	Leg 1	Leg 2	Leg 3	Leg 4	Leg 5
Snooker Master (SM)	Super Q 1 (Top 15% of class)	Super Q 2	Super Q 3	Leg 4	Leg 5
Tournament Classes Required for Championship: Steeplechase, Grand Prix and DAM Tournaments	Leg 1	Leg 2	Leg 3	Leg 4	Leg 5

USDAA offers a program that demands versatility of a dog and handler team. However, it also offers flexibility. This chart is not complete there are additional titles available from USDAA but I have charted the most common titles. Like, AKC, USDAA offers titles in two programs Championship and Performance. Championship is for handlers whose dogs jump full height and Performance is one jump height lower then full height.

USDAA Jump Heights

Dogs height is measured at the withers.

12-inches and under jump 12-inches.

16-inches and under jump 16-inches.

21-inches and under jump 22-inches.

Over 21-inches jump 26-inches.

USDAA includes four games called jumpers, snooker, relay and gamblers. Jumpers is a course of mostly jumps, tunnels and may include weave poles. Snooker is a strategy game similar to the snooker billiard game. It emphasizes control and speed. Relay requires two dog and handler teams. One team runs the first part of the course and the second team runs the last part. Gamblers offers both strategy and a distance handling challenge. The judge draws a line that only the dog but not the handler may cross. The challenge is for the handler to direct the dog over the “gamble” without stepping on or over the line.

As you can see the first title in USDAA requires qualifying runs in standard in addition to the games classes, pushing dog and handler teams to show versatility. At the Master’s level in snooker, handlers are challenged to earn super Q’s meaning that not only do they qualify but that they qualify in the top 15% of their class.

To earn the coveted ADCH dogs must show tremendous versatility, accuracy and speed in addition to five legs in Tournament classes. Tournament classes are Grand Prix, Steeplechase and DAM. Grand Prix is a special competition that focuses on qualification for the USDAA World Championship. Steeplechase is a tournament that offers a jumpers course with an A-frame and weave poles emphasizing speed. DAM, which stands for Dog Agility Masters, tournaments are team events. Three dogs and handlers create a team that competes in five different classes. Regular competitions can include one of the

three tournaments, check your agility trial premiums and the USDAA website (www.USDAA.com) for more information.

