



Transition To Trials: Verbals On The Run! Verbal Criteria Worksheet

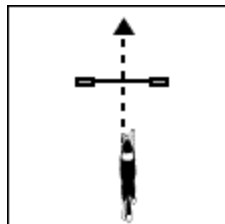
Before we get started with the training games, we need to start planning! We will be sorting through your verbal cues to develop criteria by answering the following questions:

- What, exactly, do you want the dog to do in response to the verbal cue?
- What turn or line over the jump should the dog create in response to the cue?
- What does the dog need to do on the way to the jump to create that turn or line, in terms of collection or extension or lead change?
- What “default” behaviors are expected versus what behaviors will you cue?

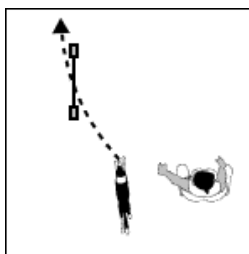
These planning stages are critically important to help us know what to teach the dogs and what to look for to decide if the dog is correct or not.

Forward Cues

- **Extension On A Line**
 - **Verbal Cue:** GO!
 - **What should the dog do in front of the jump?** Approach jump in the center of the bar and take off in full extension, which the dog's head straight
 - **Where should the dog be over the bar while jumping?** Center
 - **Default Behaviors:** Looking straight
 - **What line do you want the dog to run? Draw it here:**



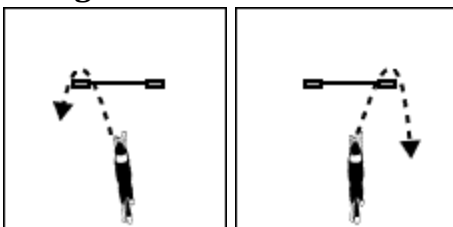
- **Lead Change Away On A Line**
 - **Verbal Cue:** Get out
 - **What should the dog do in front of the jump?** The dog should lead change away from the handler, looking forward and migrating to the far side of the bar to pick up a parallel line then continue on that line
 - **Where should the dog be over the bar while jumping?** Approximately center
 - **Default Behaviors:** commit to the jump after the lead change then stay on the parallel line
 - **What line do you want the dog to run? Draw it here:**



Turn Cues

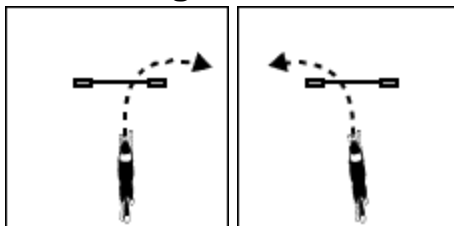
• Wrap Verbals

- **Verbal Cue(s):** Tststs (for wrap to the dog's left) and Choochoochoo (for wrap to the dog's right)
- **What should the dog do in front of the jump?** The dog should approach the bar closest to the exit wing, putting in a massive collection and taking off very close to where the bar meets the wing, looking to the edge of the wing in preparation for coming back to the takeoff side of the jump
- **Where should the dog be over the bar while jumping?** Over the edge of the bar closest to the exit wing
- **Default Behaviors:** Head turned to the new direction and come around the wing (and not back jump)
- **What line do you want the dog to run? Draw it here:**



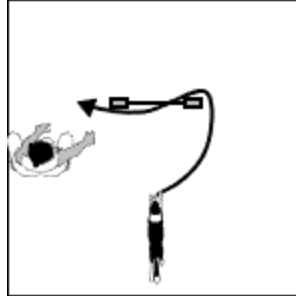
• Loose Turns of Approximately 90 degrees (Left and Right)

- **Verbal Cue(s):** Left (for a moderate turn to the dog's left) and Right (for a moderate turn to the dog's right)
- **What should the dog do in front of the jump?** The dog should approach the bar halfway between the center point and where the wing meets the bar, putting in a moderate collection and turning his head to look at the 90 degree turn line on the landing side of the jump
- **Where should the dog be over the bar while jumping?** Approximately halfway between the center of the bar and the exit wing
- **Default Behaviors:** Head turned the new direction
- **What line do you want the dog to run? Draw it here:**



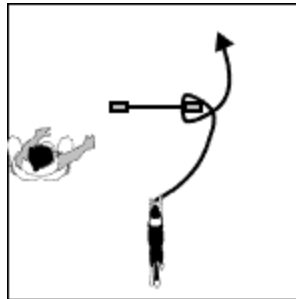
• Backside Slice Verbal

- **Verbal Cue: Back back back**
- **What should the dog do in front of the jump?** The dog should move away from the handler to go to the backside of the jump. Takeoff point is contingent on the handler's position and next cue.
- **Where should the dog be over the bar while jumping?** Approximately center of the bar but this will vary depending on the exit line (dictated by the next handling)
- **Default Behaviors:** Take the jump
- **What line do you want the dog to run? Draw it here:**



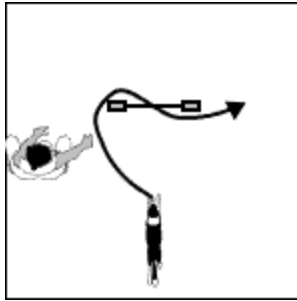
- **Backside Wrap Verbal:**

- **Verbal Cue: dig dig dig dig**
- **What should the dog do in front of the jump?** The dog should move away from the handler to go to the backside of the jump and decelerate to make a big collection on the takeoff side to prepare for a 360 degree turn
- **Where should the dog be over the bar while jumping?** As close to the entry wing as possible without hitting the wrap wing
- **Default Behaviors:** turn head towards the new line, take the jump and come around the wing (and not back jump)
- **What line do you want the dog to run? Draw it here:**



- **Jump Threadle Slice Verbal:**

- **Verbal Cue: Close close**
- **What should the dog do in front of the jump?** The dog should come in close to me and take the 'other' side of the jump, setting up a moderate takeoff to slice away from me
- **Where should the dog be over the bar while jumping?** Approximately center of the bar but this will vary depending on the exit line (dictated by the next handling)
- **Default Behaviors:** look away from the handler and take the jump
- **What line do you want the dog to run? Draw it here:**



- **Jump Threadle Wrap (In In)**

- **Verbal Cue:** In in
- **What should the dog do in front of the jump?** The dog should move towards the handler to come to the “other” of the jump and decelerate to make a big collection on the takeoff side to prepare for a 360 degree turn
- **Where should the dog be over the bar while jumping?** As close to the entry wing as possible without hitting the wrap wing
- **Default Behaviors:** look away from the handler and take the jump (not back jump)
- **What line do you want the dog to run? Draw it here:**

