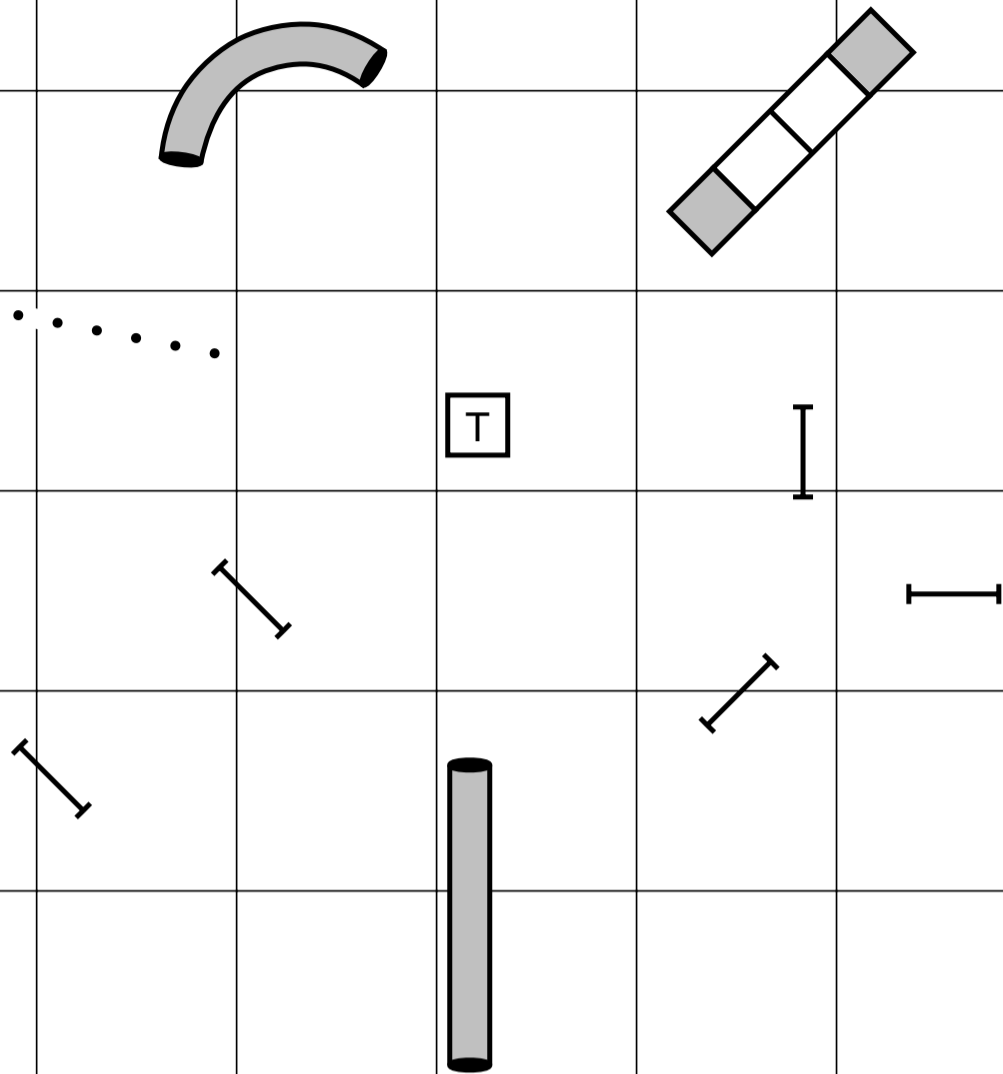


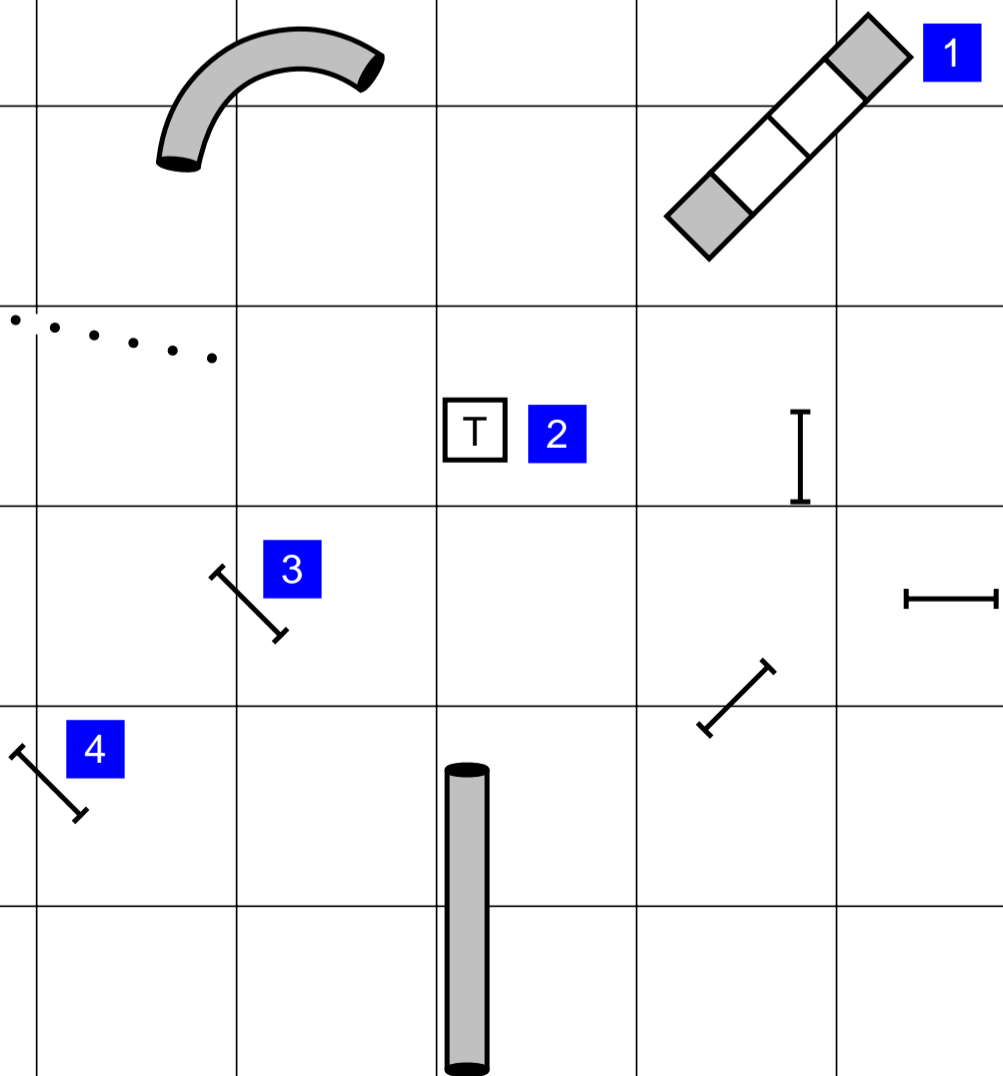
ARFF 9-21-22 Table Fun



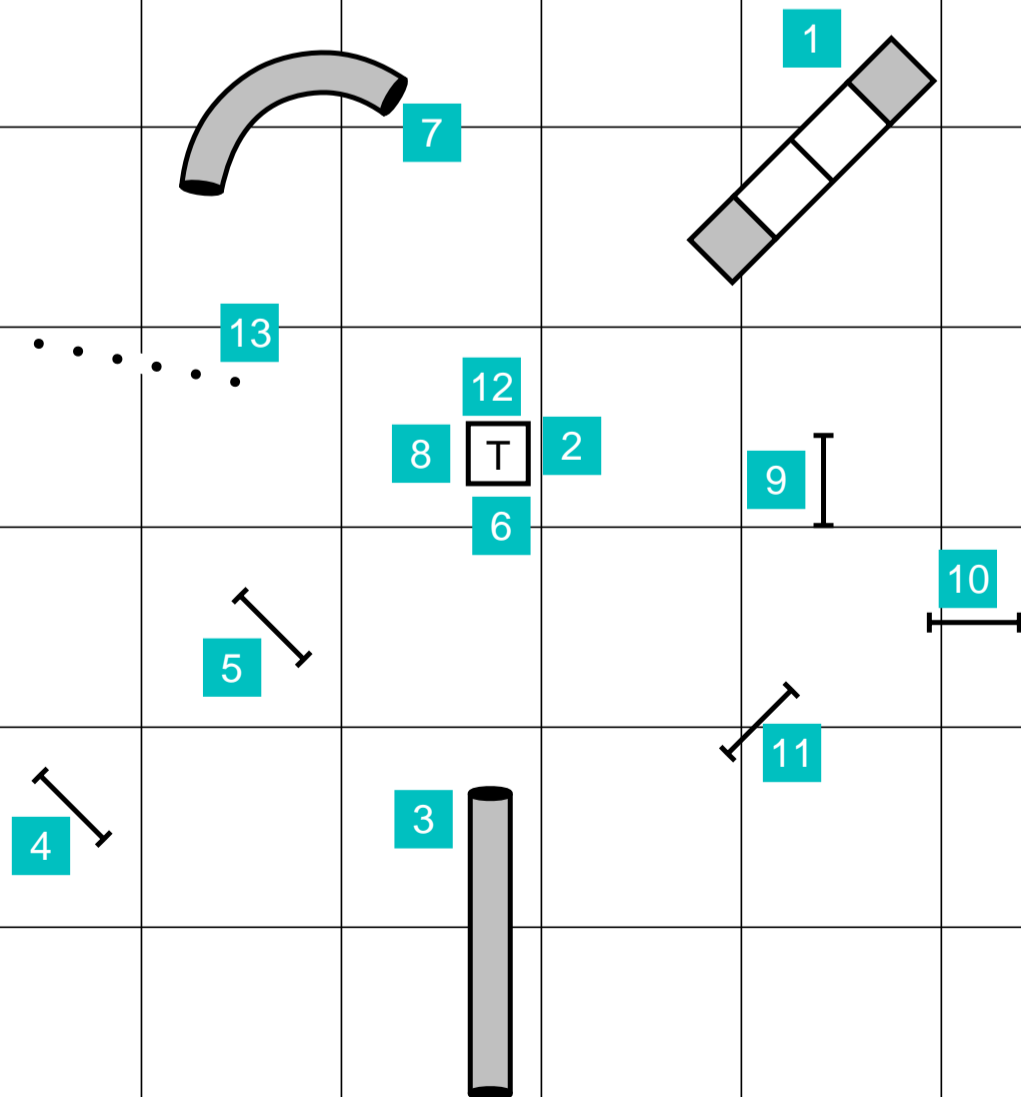
**Experiment 1:** Put your on the table (your position choice) for varying lengths of time. When successful, release him to an obstacle or sequence he loves to do. I've offered an A-frame, a curved and a straight tunnel, a short set of weaves, two jumps, and a pinwheel of jumps. If he doesn't stay until he's released (that straight tunnel is just TOO much), he doesn't get to do an obstacle/sequence.

**Experiment 2:** Reward your dog for going to the table after some obstacle/sequence he loves with enough control that he doesn't fall off. Initially, don't worry too much about how long your dog stays on the table. Just get him to slow down enough so he doesn't skid off. Reward heavily, preferably with a toy.

**Experiment 3:** Put together an obstacle-table-obstacle sequence with appropriate stay on the table. The reward for flying to the table (without flying off) and assuming the pose for the required time is getting to do more agility. For instance, you could start with the A-frame, send to table, release to straight tunnel. Or you can get fancy as suggested.



Stage 3: Obstacle → Table → Obstacle/Sequence



Stage 3: Get fancy by linking together multiple sets of obstacle-table-obstacle.