CLASS TIMETABLE 2018 – WEEKLY PROGRAMMING FORMAT

Week 1: First half: Induction new members Basic Obedience Intermediate Obedience Advanced Obedience

Second half:

Basic manners Basic agility Intermediate Agility Advanced Agility Other classes such as Tricks & Skills, Tracking, etc from time to time

Week 2: First half:

Basic Obedience Basic/Intermediate Rally-O Advanced Rally-O Agility Trial Practise group (1 hour class: 4.00 setup, class 4.30 – 5.00 & 5.30 – 6.00 daylight saving; 3.00 setup, 3.30 – 4.00 & 4.30 – 5.00 eastern standard time)

Second half:

Basic manners Basic agility Scent work Advanced Agility Agility Trial Practise group, continued Other classes such as Tricks & Skills, Tracking, etc from time to time

Week 3: First half:

Basic Obedience Intermediate Obedience Advanced Obedience

Half time break: Talk

Second half:

Basic manners Basic agility Intermediate Agility Tricks & Skills Other classes such as Tracking, etc from time to time

Week 4: First half:

Basic Obedience

Basic/Intermediate Rally-O

- Rally-O Protocol (1 hour class: 4.00 setup, class 4.30 5.00 & 5.30 6.00 daylight saving; 3.00 setup, 3.30 4.00 & 4.30 5.00 eastern standard time)
- Agility Trial Practise group (1 hour class: 4.00 setup, class 4.30 5.00 & 5.30 6.00 daylight saving; 3.00 setup, 3.30 4.00 & 4.30 5.00 eastern standard time)

Second half:

Basic manners Basic agility Rally-O Protocol, continued Agility Trial Protocol (1 hour class, setup 4.00, class 5.30-6.30 daylight saving; setup 3.00, class 4.30 -5.30 eastern standard time) Agility Trial Practise group, continued Other classes such as Tricks & Skills, Tracking, etc from time to time

Week 5: First half:

Basic Obedience

Intermediate Obedience

Obedience Trial Protocol (1 hour class: 4.00 setup, class 4.30 – 5.00 & 5.30 – 6.00 daylight saving; 3.00 setup, 3.30 – 4.00 & 4.30 – 5.00 eastern standard time)

Second half:

Basic manners Basic agility Obedience Trial Protocol, continued Intermediate Agility Advanced Agility Other classes such as Tricks & Skills, Tracking, etc from time to time