

Laura Romanik Seminars

Structure

The usual way that host groups prefer to structure seminars is to offer registration at two different levels, working and auditor. Under this structure there is typically a higher cost for working spots than for auditing spots. If the same person wants to work two (or more) dogs at the seminar, whether on the same day or different days, that is fine. However, each working spot will be given a set number of “tickets” to participate in group activities. These tickets can be used all with one dog or spread over multiple dogs, however no more than one dog per person per group activity. The exact number of tickets varies depending on the seminar content, but typically each working person will be able to participate in approximately half of the group activities. Those with an auditing spot can attend and observe the seminar and ask questions related to the current discussion or work being observed. However, Laura will not participate in any lengthy discussions related to the training problems of dogs that are not participating in the seminar. Under this structure, the working spots will be limited to 15 for the weekend, with unlimited number of auditors.

If your group would like to structure the seminar differently, please contact Laura at otchhc@gmail.com.

Charges and Deposit

There is a speaking fee for each day of the seminar (contact me for the current price). There will be approximately 7 hours of instruction provided in one day, plus a morning, lunch, and afternoon break. There will also be charges for travel, motels, meals, and any printed materials as detailed in your contract. I require a deposit of \$300 in order to book a seminar and reserve the dates on my calendar. The deposit is refundable up until 4 months prior to the seminar date, after which it will not be returned in the event your group cancels. If RCO cancels at any time it will be returned in full.

Content

Seminar content is completely customizable by the host group. Below you will find an Ala Carte menu of seminar topics that you can include in your seminar, including content that addresses how to teach each of the AKC Obedience exercises, plus other topics such as the Handler Mental Game, Attention, or Proofing and Problem solving, that affect your training and success in the ring. Under each topic, the first bullet point lists the number of hours that it would take to cover that topic. Please choose a total of 7 hours of content for each seminar day.

General Attention

- 2 hours
- Lecture on important keys to teaching and maintaining attention
- Eye contact game
- Impulse control games

Straight Line Heeling

- 2 hours
- Push heeling to build in drive and focus from the start
- Progression to get off of the lure without losing focus
- Addressing problems with forging, crabbing, lagging, or heeling wide

Heeling Pieces

- 3 hours
- Left, right, and about turns and footwork
- Pace changes
- Halt sits

Recalls

- 1 hour
- Conditioning a strong response
- Preventing keep away and increasing reliability
- Distraction resistance game

Group Stays

- 1 hour
- The three D criteria
- Dealing with separation anxiety
- Preventing the dreaded laying down on the long sit problem

Sit/Stand for Exam

- 1 hour
- Proofing the stay
- Conditioning the exam

Fronts

- 2 hours
- Starting with chair fronts
- Transition to standing fronts
- Refining fronts: how to use feet, platforms, guides, or dowels

Finishes

- 1 hour
- Left (swing) finish
- Right (around) finish

Position Changes

- 2 hours
- The 6 possible transitions from one position (sit, stand, or down) to another (sit, stand, or down)
- How to teach the four most important ones with an eye towards the needs of Utility
- How to get off of luring and extra body motion
- Problem solving of position changes

Drop on Recall

- 1 hour
- Does your dog have the prerequisite to learn this?
- Two methods to teach it
- Problem solving of drop on recall issues

Signals (the down, sit, and come part)

- 1 hour
- Adding distance to the position changes
- Cue transfer from verbals to signals
- Putting the sequence together
- Problem solving of signal issues

Jumping (high and bar)

- 1 hour
- How to teach to reduce the chances of the dog developing jumping problems
- Adding angles for bad bounces on the Retrieve over High and Directed Jumping exercises
- Problem solving of jumping issues

Broad Jump

- 1 hour
- Teaching with a target
- Progression to fade the target
- Preventing corner cutting

Retrieving

- 2 hours
- Getting your dog to take the dumbbell
- Getting your dog to hold the dumbbell
- Problem solving of retrieve issues

Scent Discrimination

- 1 hour
- How to teach the dog what scent to look for
- Transferring the discrimination to a pile of similar objects
- Problem solving of scent discrimination issues (any method)

Go Outs

- 2 hours
- Teaching the touch based go out
- Use and fading of guides for straightness
- Adding the sit before the barrier
- Problem solving of go out issues (any method)

Utility Stand Exercises

- 1 hour
- Teaching the signal stand
- Teaching the moving stand
- Teaching the moving stand finish
- Conditioning the moving stand exam

Directed Retrieve

- 1 hour
- Teaching the retrieve of the glove
- Teaching the dog to take a mark
- Proofing with blind retrieves

Puppy/Beginner Package

- 7 hours
- Can be done with beginning dogs of any age
- The beginning steps of the basic skills: push heeling, four position changes, chair fronts, early recall conditioning, bop (to use with a touch based go out in the future), intro to jumps, intro to dumbbell, find the food container intro to scent work, intro to stays
- Eye contact game
- Impulse control game

Proofing and Problem Solving

- 7 hours
- Lecture on how to set up proofing sessions and respond to errors the dog makes
- One-on-one proofing or problem solving for up to 15 teams.

Training Foundations/Theory Lecture

- 2 hours
- NOTE: this unit is all lecture
- Quick overview of operant conditioning concepts and terminology
- Fundamentals in applying positive reinforcement
- How to maximize your results from positive reinforcement and reduce the need for corrections
- Stretching out reinforcement schedules

Ring Transition

- 2 hours
- NOTE: This unit is all lecture.
- The three factors that affect ring transition: Fluency, Motivation, Confidence.
- Determining when you are ready to enter a trial
- Getting the most out of fun matches and run throughs
- Preparing for the trial and arriving at the site
- Warm ups
- In the ring

Handler Mental Game

- 1 hour
- NOTE: This unit is all lecture.
- How our mental state travels down the leash
- What is there to fear in training and exhibiting dogs?
- Keeping a positive mental outlook
- What to think about to optimize your chances for success