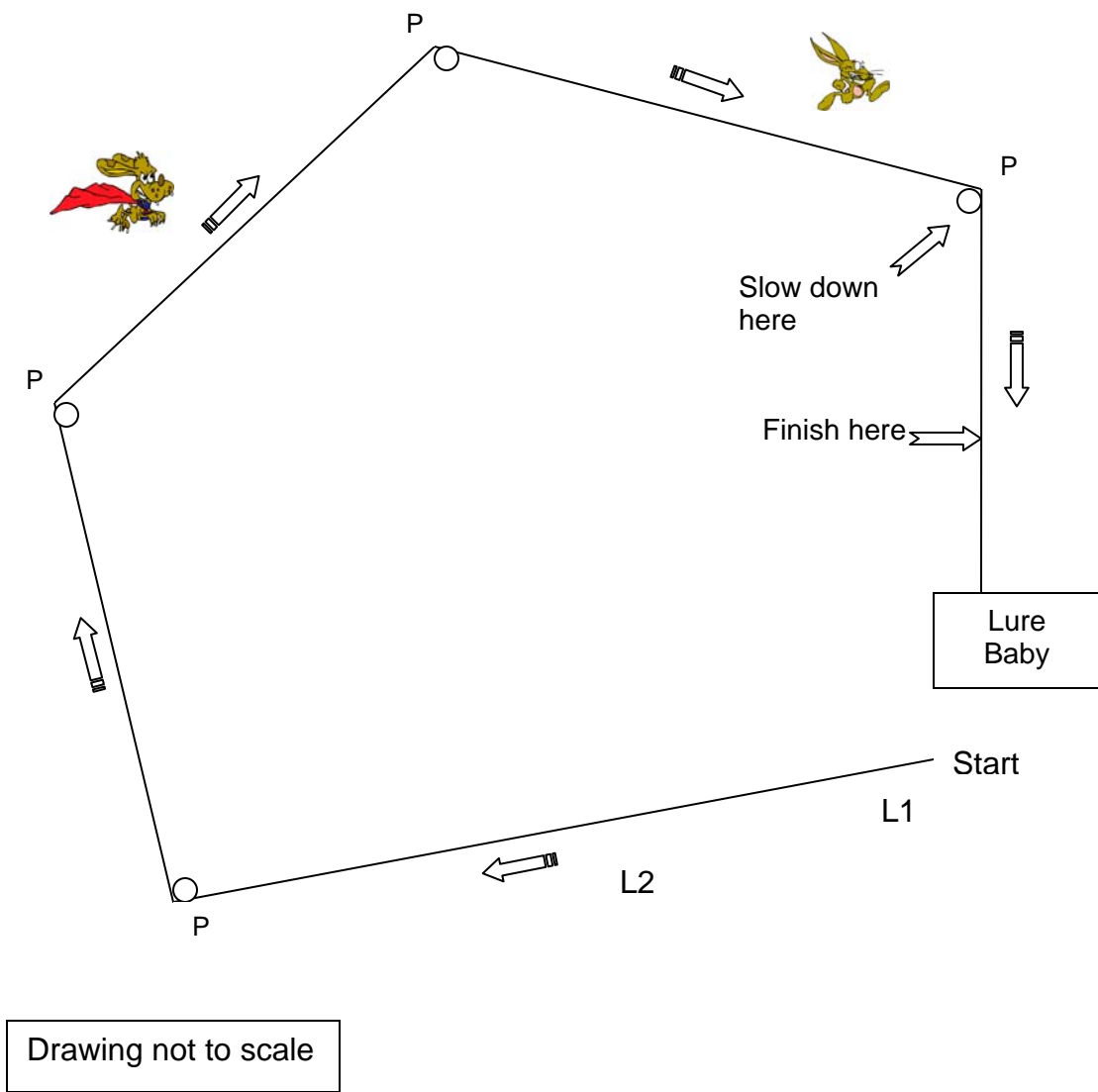


Sample Course Layout 1



Because the Lure Baby® is a drag lure machine (that is, it only goes one way), you will be able to start your dog and run her in a variety of ways.

The 4 pulleys (“P”) that come with the Lure Baby® can be set in the field either in a pattern or in a straight line. This diagram shows a circular-type pattern that allows you the flexibility of starting your dog yourself – no need for anyone to help you. Just stand between the Lure Baby® and the start point and hold onto your dog. Once you’ve removed your dog’s collar and lead, you’re ready to run.

This pattern has the pulleys set at about 180' apart. Depending on how fast your dog is, you may have to give the Lure Baby® a head start of up to 60 feet or more by starting the machine first and not releasing your dog until the lure gets to L2. Slower dogs can be released just after starting your machine (L1).

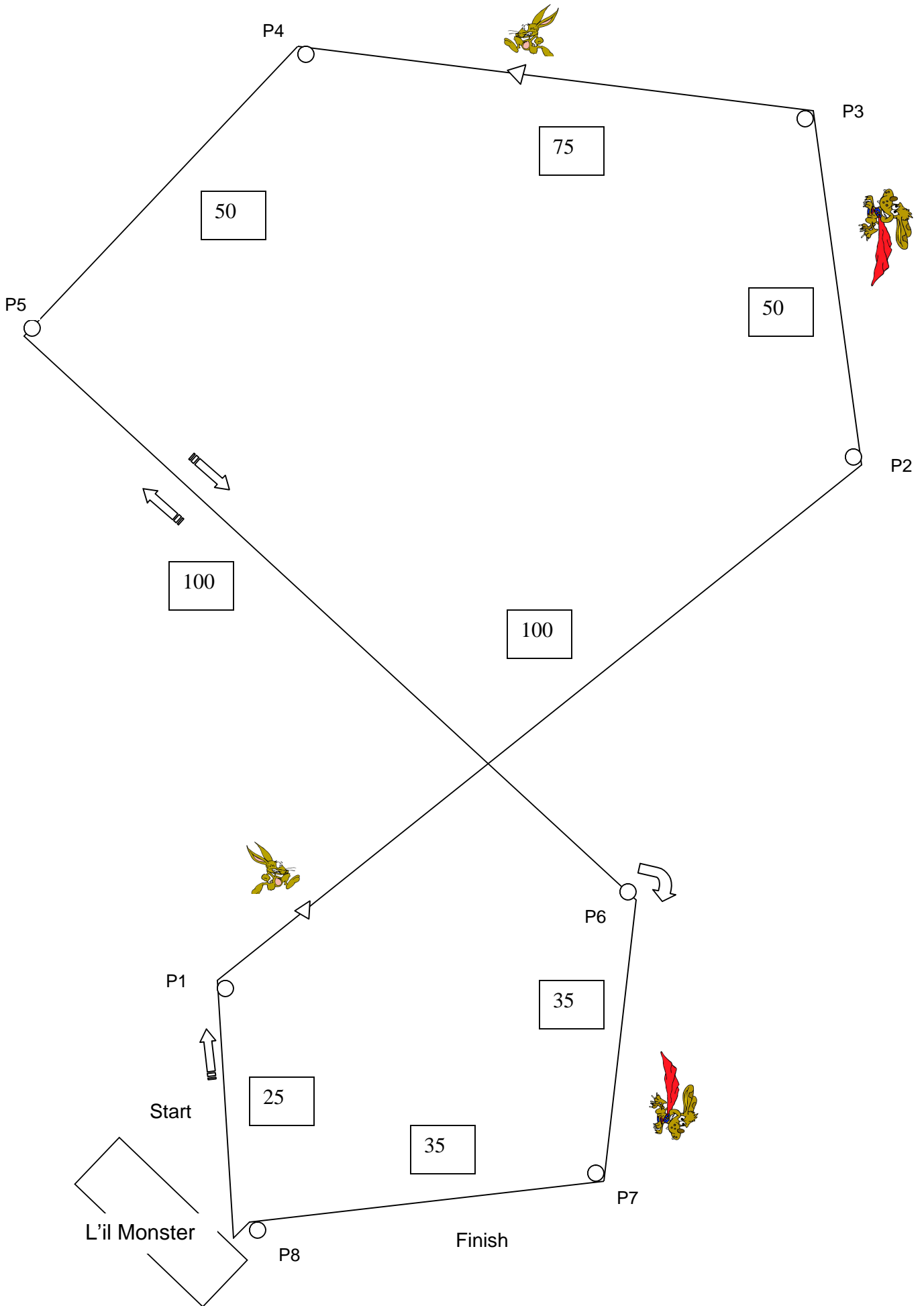
There are a couple of things to remember about laying out a field.

- (1) Walk the area the dog will be running in before you release your dog. Anything can cause an injury: gopher and squirrel holes, rocks, twigs & branches, trash, fences, posts, patches of hard dirt, etc.
- (2) Make sure you have enough room for the dog to run wide. Depending on the sharpness of the turn, your dog may not be able to follow the line exactly, especially if she's very fast. You'll want to make sure there is enough room on the outside of the line so that the dog will not run into anything. 50 feet is probably enough room.
- (3) Don't make your turns too sharp. No dog can turn on a dime and the sharper the turn, the more likely an injury will occur. So, don't make your turns sharper than 90 degrees.
- (4) Keep the lure ahead of the dog by 10-30 feet, depending on the dog. This one you'll just have to play by ear. Each dog is different in speed, sight, and attention span. Some dogs want that lure right in front of them; some dogs need it out a ways and moving fast. You'll just have to play with it and see what your dog needs are.

One last thing: please remember to slow down the lure well before your dog gets to the finish. If you don't she'll crash into either the machine or you. Typically, slowing it just after the last turn is a good idea and then you can bring the dog in at a reasonable speed and stop the lure before it goes into the machine case.

As always, if you have any questions at all, please call Pat at Wicked Coursing. The phone number is 619-749-0304 PDT. Please don't call in the middle of the night or very early in the morning! Between the hours of 9:00 a.m. to 8:00 p.m. will work just fine. :o)

Happy coursing!





REVERSIBLE COURSE LAYOUT NO. 1

Laying out a reversible course is not as simple as using the drag lure. Yes, you'll use pulleys, but because you'll be able to make your dog reverse directions while running, you run the risk of injury if you don't set the course up right or if you change directions too fast. The key to laying out a successful lure course is to consider the safety of the dog. You must keep in mind that a dog can't turn on a dime and can't make abrupt right-angle turns, either. So, let's go over this course in detail.

Layout 1 is a 470 yard course consisting of 8 pulleys, 7 turns and one cross-over. It will not damage the line to have it cross over itself, but make sure both legs of the line are flat on the ground. If there is a dip or a rise in the earth anywhere along the line between the pulleys, the line won't lay flat and your dog could get tangled or cut on it. Use another pulley. There's an art to setting your pulleys correctly; if you have trouble or questions, CALL PAT (contact info below).

Before you set your course, walk the field and take a look around; try to visualize what your dog could run into. Is there a fence nearby? A post or sprinkler head sticking out of the ground? A cement berm? A tree? A big hole (think squirrel, irrigation, excavation by another dog)...? I guarantee your dog won't see whatever it is and *will* run into or through it, so place your pulleys a good 50' away from anything even remotely dangerous on the periphery. Holes can be handled in a couple of ways. If it's a gopher or squirrel hole and there's a lot of dirt around it, just shovel the dirt back into the hole and tamp it down (i.e., stomp on it), making the ground as flat as possible. If the hole is due to a sprinkler head and it's the only place you can run the line, run the line directly across the hole. Dogs typically run along one side of the line or the other, not over it. They don't want their feet on it any more than you do, and if you place the line properly, they'll run right past the hole and keep on going. This takes some practice and you might want to do some test runs before allowing the dog to run.

Okay, let's talk about angles – this is really important so the text is in RED. Dogs can't turn on a dime and anything less than 90° can end in an injury for the dog. If you're running Greyhounds or Whippets, this is *especially* true so keep your angles open. As you can see in the diagram, there are two angles that are close to 90° - Pulleys 5 and 7 (P5 & P7). You want most, if not all, of your angles to be greater than 90°. The object of the game is to have your dog chase the lure while running smoothly, not getting hurt.

You'll also want to keep the lure somewhere between 10 and 20 yards ahead of the dog. It will depend on the dog as to where you keep the lure: some dogs need it right in front of them; others, like most of the large sighthounds, have to have it 30-60 feet out. You'll just have to try it and see how it goes.

When you start the dog, you'll want to hold him/her until the lure is running away. Just before you start the machine, yell out (at the top of your lungs) "Hold your hounds!" to make sure everyone within earshot grabs their dogs. If you don't do this, you may have 5 or 6 dogs running with yours. Once the lure is going, you can release your dog.

Let's talk about the reversible feature. The reason for having reversible capability is because at some point (maybe immediately or maybe much later) your dog *will* cut the field. When that happens, assuming the lure is a good distance away from the dog, simply stop pushing the button and let the line/lure coast to a stop while the dog overruns it. Flick the toggle switch to the opposite side but do not yet hit the button switch. The dog will wonder what the heck happened to the bunny and turn around. You can then start the line again by pressing the button. Now the lure is running in the opposite direction. If you want to continue going the way you were before your dog cut the field, just hold down the "go" button until you're far away from the dog, release the button, flick the toggle switch and let the line coast to a stop, then push the button again and the dog will follow the lure.

If, when the dog starts cutting the field, the lure is too close and in danger of being caught, hit the switch and run the lure a good distance away, then let it come to a stop or near-stop and reverse direction. Your dog will see it and give chase.

Again, if you ever have questions or problems, just call Pat or email her. Have fun!

TELEPHONE: 619-749-0304 9 a.m. – 8 p.m. PST

EMAIL: pat@wickedcoursing.com – anytime...