One Mind Dogs Terminology Converted to Other Handling Systems' Terminology/Mechanics

Basic Handling Techniques

Backside Send = pushback (OMD gets tight into far wing)

Blind Cross = blind cross (no decel, switch sides, gentle turns)

False Turn = Greg Derrett system's false FX. H360 = Threadle (different handling than False Turn)

Forced Front Cross = threadle pull back with pivot instead of KT

Front Cross = Front Cross

Grab to Weaves = Hand low and grab nose into poles may put handler's arm THROUGH weaves to achieve. Versus Shape-Up / H360 Threadle vs SERP weave entries

Human Arrow = Human in landing zone of Lead-Out jump to cue heavy decel and tight turn off jump. (equivalent tight GD LOP / QMe – major decel hand FX)

Lap Turn = Rear Cross (tandem turn or TH depending on where on course it occurs).

Lateral Push / Send Out – use lateral drive arm and body pressure (H360 equivalent unless dog needs to redirect outward – then off arm flick)

Rear Cross = Rear Cross (GD, H360, QMe)

Reverse V Set = Ketchker wrap – but handler applies pressure into the bar to force a "slicer" into a wrap instead of choosing the slice.

Reverse Wrap = Pushback-wrap - OMD transfers drive arm and new arm goes onto take-off side to pull dog around wing.

Tandem Turn = Rear Cross on the flat.

Tunnel Brake = Cues tight turn out of tunnel. A flat open hand (nose-target cue) on drive arm prior to entry. H360 does not have this – cues tight turns with verbal when in the tunnel. Requires Handler ahead of dog to tunnel entry for visual cue.

Turning Back from a Tunnel = tight turn to back side of tunnel. No specific handling (as "dependent on handler location"). H360 verbal. Me: handler side at entry and verbal.

Twist / Alen Turn = [can't find video or descriptions of this maneuver]

V-set = handler applies pressure to take-off point to set line off jump. Requires handler to get in deep to the jump (no equivalent in H360)

Advanced Handling Techniques

Backlap = pushback-slice-wrap with handler going up side where the dog approached the first refusal plane of the jump

Double Lap Turn = Threadle-RC into FX wrap (combined handling to create a Threadle-wrap dog path)

Flick = threadle-wrap (handler on outside of the turn, drive arm is used to initiate and complete).

Flip = Flind (FX & BC to avoid wrong course) // H360 Alternative is wit-wit.

German Turn = Pushback wrap-BC (OMD: fake fx // QMe connect with original Drive Arm serp)

Jaakko Turn = Ketchker Turn

Japanese = backside where the dog chases handler on the outside past the refusal plane with last minute blind cross to push them over (Zeljko Gora)

Hungarian Cross / Kabai Cross = handler on landing side with off arm up then switches into BC. This is to take commitment off a trap behind that jump. No equivalent in H360 (verbals take care of this ahead of time), and body cuing counters fundamental principles. Would SERP or eFC depending on where heading.

Layering = Same for all systems – drive arm creates lateral support to remove layer obstacle from consideration. H360 also has verbals to support that layered line.

Reverse Spin = "loose Ketchker" meant to use to take away wrong course options. H360 verbal system also covers the wrong course issues.

Running on the Dog's Line = Serpentine. Handling is similar to GD style of off-arm cuing in the dog on obstacle #2, feet also point to dog at #2. Same principle of being ahead of the dog. H360/QMe – SERP arm is different, same path.

Whisky Cross = Rear Cross (tight) – shown with dog slicing jump and handler RX at first wing and dog wrapping far wing.