## PRIVATE TRAINING

For private in-home lessons, the first session is **90** minutes.

We'll go over the basics, cover the game plan, and we begin training that *same* day. Follow up sessions are typically 60-75 minutes, depending on your dog and how long he/she can work:) You will also receive homework as additional assistance to keep reinforcing the desired behaviors between lessons. Our goal is to help coach you so that you can train your current dog, and also leave you with the skills and knowledge to train every dog that you may have in the future as well. We also offer packages to get multiple sessions at a discounted rate!

### Puppies under the age of 20 weeks:

### \$160/session

Package of 3: \$465 Package of 5: \$760 Package of 7: \$1040 Package of 10: \$1440

## Dogs over the age of 20 weeks:

#### \$195/session

Package of 3: \$565 Package of 5: \$925 Package of 7: \$1265 Package of 10: \$1700

# \$230/session for Behavior Modification (aggression, separation anxiety, resource guarding, reactivity, etc)

Package of 3: \$667 Package of 5: \$1090 Package of 7: \$1495 Package of 10: \$2050

## VIRTUAL TRAINING SESSIONS

\*Virtual sessions are \$150 per hour and can be done over Zoom, Facetime, or Facebook messenger Video, and function <u>exactly</u> the same as our in person training just with a screen between us. We can even demonstrate each exercise with our dogs so you know EXACTLY what

<sup>\*\*</sup>There is a \$25-\$40 travel fee depending on your location. (This is for distances over 25 miles )

<sup>\*\*</sup>We include the aggression and behavior modification pricing so that there aren't any surprises if your goals (now or later) include behavior modification/aggression rehabilitation. If not, then please disregard. **Reactive displays are also considered behavior modification**.

to do and what it should look like. Virtual sessions are typically more productive as we are able to not only demonstrate but also coach you through with your dog, while keeping triggers and stress very low.