



Games & Tricks • Week 1

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Trick Progression

There's always more than one way to do anything. You'll probably come up with your own. Sometimes you'll have a goal in mind and your dog will do something so neat you'll just bag your original intent and go with that. The main thing is to have fun with your dog and try to communicate clearly.

Find/hit your mark and sit, down or stand by it

Done as a shaping exercise

Stage 1

Decide if you want a foot or a nose touch.

Put your mark to the side-not between you and your dog.

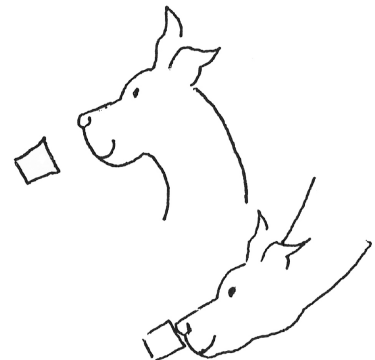


Stage 2

Look at your mark and watch your dog out of your peripheral vision.

"Yes" and Treat "Y"/T for any movement in that direction – head turn, ear flick, eyebrow wiggle, foot move.

Reinforce until there's a little progress and quit.



Stage 3

Next time move your mark to the other side.

Work for progress in short sessions.

When your dog touches it for the first time, JACKPOT!

Stage 4

After touching with nose/paw a few times, "Yes", ask for a sit/down, then treat for the behavior.

When consistent at this, use a little more distance and increase slowly.

If you use a stickie note, you can have him touch a wall or cabinet too.

Stage 5

Vary the distance or work around a corner.

Note:

You can use this behavior to help get distance on the behaviors that follow.

Play Dead

Stage 1

Start from a down position at first.

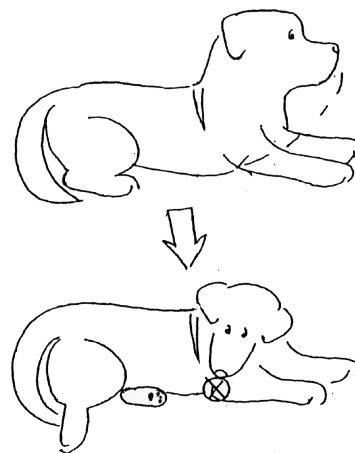
Figure out which way your dog will turn easily.

Lure your dog's nose to his elbow and "Y"/T.

Lure his nose a little way up his shoulder and "Y" it.

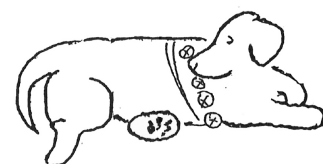
"Y"/T when he first drops onto his side.

Make sure he knows how good he is.



Stage 2

Next lure his nose back to the front so his head is straight before you "Y"/T.*



Stage 3

Once he can do that, start him from a stand.

Pick your signal and give it.

Shoot with your finger, say "bang" or say "pee-yew".

Lure to the down and the full fluid motion into the dead dog position.



Stage 4

Build for you to be able to stand up straight and signal from farther away.



Roll Over (see below)

Stage 1

Start from * of Play Dead.

Continue "Y"/T for each time your lure his nose farther up his shoulder.

To get the roll, pull the lure diagonally over his back behind his withers.

When his feet lift off the ground as he starts to twist over, "Yes" and drop the treat over the far side of the dog to roll and get it.

Stage 2

Once he's rolling over, start adjusting your signal so it's more in front of him instead of over his back.



Find It

Use to practice your sit stay.

Stage 1

Leave your dog and step out one step.

Show him a treat or a small toy. "See?"

Set it down. Do this in stages so you can set it down without him breaking position.

Go back to your dog, have him watch.

Release him to go "Find it!"

Do this step several times, starting farther away each time.



Stage 2

Next put a paper tent over the treat.

Go through the same steps a few times.

Stage 3

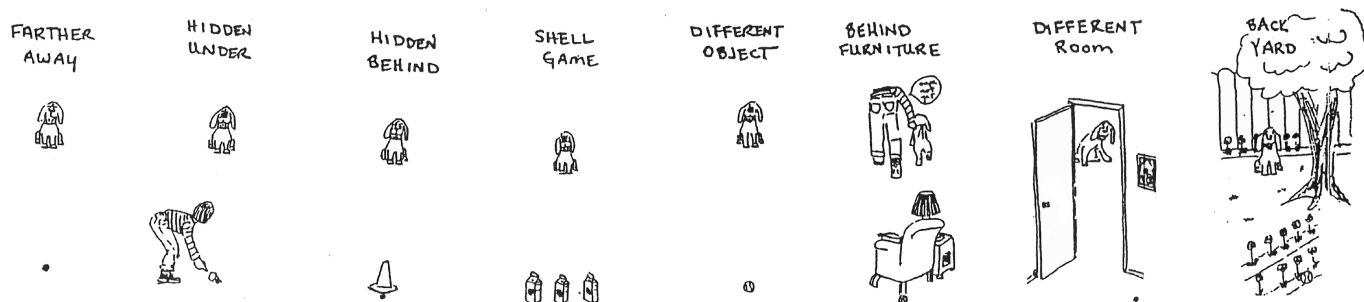
Change objects or to a toy.

Stage 4

Start putting even more distance by starting your stay farther away. Stage 5

To make it more of a seeking game, make sure your dog can still see you, but pretend to put the toy in two places (but only put it in one) so your dog has to search both.

Add more hiding places one at a time as he's successful.



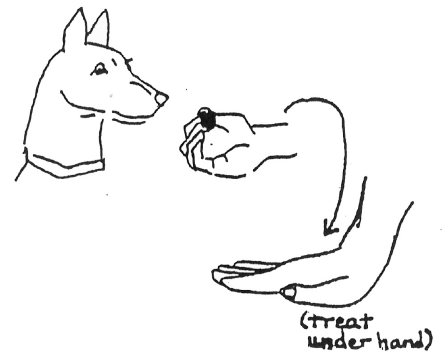
Touch with Paw

Stage 1

Show a treat to your dog.

Put the treat under your hand on the ground.

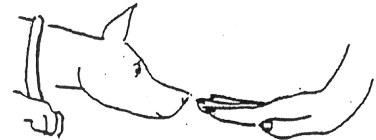
"Y"/T for any foot movement.



Stage 2

Shape with "Y"/T for each foot movement, eventually selecting the ones that get closer and closer to touching your hand.

Jackpot the first touch.



Stage 3

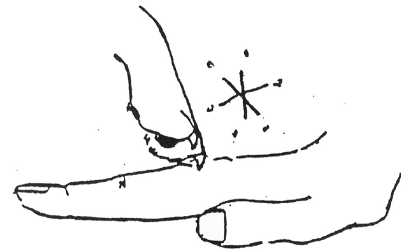
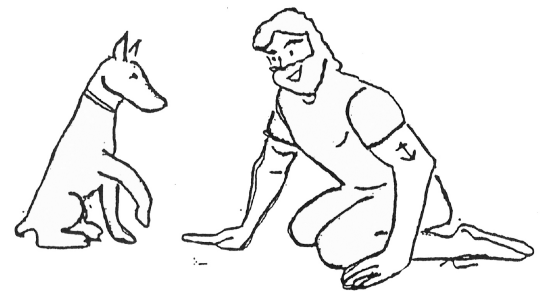
Once he's touching, lift your hand slightly off the ground.

With each success, start a little higher off the ground.

Stage 4

To start opening your hand up, put the treat between your fingers on the opposite side from the one you show him.

Once he's touching your open hand, take the treat out but make sure he still gets one.



Touch with Paw (continued)

Stage 5a – Shake

Palm up, dog-chest high

5b – High Five

Work on gradually pivoting your hand – fingers pointing up and lifting your hand up higher as he successfully hits it.

5c – Wave

Tether your dog with no slack at the edge of his range (so he doesn't hit the end and bum himself out.)

Show him your shake and high five signal, wiggling it back and forth between them.

"Y"/T for him swiping and missing but being high enough.

"Y"/T for more height and longer duration. To get duration, maybe have him do two.



Catch a treat or a toy.

Choose at first to only throw overhand or underhand.

Practice how you will move your hand and arm in a consistent arc.

Stand in front of your dog and show him the treat/toy.

Say "Ready ... Catch!" and hand your dog the item using that smooth arc you practiced.

Do this a number of times until your dog starts to anticipate and opens his mouth early.

At this stage, using the same arc, let go a little earlier so you do a short toss to your dog.

Build distance from there as you are successful.

