



Puppy Intermediate Homework • Week 2

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Remember...

They're still just puppies – even though they're looking more grown up!

Leave It – Part 2

Warm up with a temptation from your hand first. Next, drop one on the floor. Prevent him from getting it with the leash. Say "ah, ah" and "Leave it." Say "Yes" and treat when the leash is loose and he turns his head away from the "thing." Later practice leaving toys, slippers, open garbage cans, sandwiches, or cat litter boxes. Put a few objects on the floor and practice walking through the "mine field."

Use this on walks past other dogs. At first you will probably have to get off the trail and use "leave it, sit and watch" all together. Keep your leash short but loose and insist and help the dog watch you with your animated voice. Loosen the leash whenever he looks at you. Say "Yes" and treat often, then release and play when the other dogs are gone.

Drop/Give

Rank your dog's chewies by value to him. You need to start with objects of low value for your dog to drop them successfully. Give him something (like a GummaBone for example.) While he has it in his mouth, offer him a delectable morsel of something by putting it in front of his nose. When he let's go of the bone, praise him saying "Yes! Good give" and give him the treat. When he's done eating it, give him back the bone and repeat several times. Next time change to a different object. Sometimes go up while he's playing with his own chosen toy and ask him to trade. Most of the time, give him back the object, but sometimes exchange it for another or just keep it.

Wild Dog

A Rev-Em-Up and Settle Game.

Start with a Sit and Watch. Release your dog and play a crazy game of tug or Fluffy toy or give him wild rear-end scritchies. Then Stop the game and have him Sit and watch again.

Recall - Game 1

Take turns with a family member or friend calling your dog back and forth. Have your friend hold your dog quietly on a Flexi-lead® or on a regular leash.

Show your dog you have a treat or toy, or go and fluff him up and dash away several steps. Run back to him and again show or fluff him and run away again.

When he is really excited and looking at you, call him to you and run away. Your friend should let him run to you while they run up behind to make sure the leash doesn't go tight.

Praise like crazy while he's running toward to. "Yes! Good! Come!" and continue to reinforce by giving him your treat and petting and praising.

(Once he's coming to you well, have him sit before you say "Yes!" and give him a reward.)

When you're done, turn him to face your friend and quietly hold your dog's collar while your friend goes through the same routine.

Recall - Game 2

While on a walk practicing nice leash walking and general sniffing, playing and exploring, spontaneously call your dog while running back away from him. If he's not paying any attention, give him a little tug to start him toward you. When your dog gets to you, really make a fuss over him. Play and pet him, dash around - make him feel good about coming. Then continue with your walk. Call your dog often, at first when there's little distraction, then when there's more. Make sure he feels successful. Reinforce your dog for good recalls for twenty seconds. Praise, smile, deliver fabulous treats one at a time.

Close (Loose-Leash Walking)

Practice on a square- not on a line. Remember to change direction often. Gradually add more steps between rewards. If he loses interest more than a couple times or goes bonkers, go back to a previous square, or stop and have him sit and watch again. Release and play frequently. Use the environment as a reward.

Stays. Sits and Downs. Duration first. Then Distraction.

Build for a solid short stay without fidgets or scooting.

Once you have that, build up your duration of time.

Next, try body distractions. Look away for a second and look back. Move your feet side to side or next to him.

Hop.

Swing your arms.

Make a noise.

Be creative, but keep it small so he is successful.

Trick

By week six we would like to see your dog doing a new trick you have either taught, or named a behavior he was already offering. Use your clicker to teach the trick if you can.

Need some ideas on how to proceed? Suggestions? A Demonstration? Please ask.

Bring your "Go To Place" Rug next week, please!

In class next week, say you read your homework and get two extra Lucky Bones:)

What about distance?

Can you walk around her?

Normal speed, slow and fast?

Casually and sneakily?

Without her scooting or shifting?

Then you're ready to add some distance. Take just one step out, "Yes" and go back to reward and release. Practice leaving from heel position – right foot first.

Duration of time, distraction, distance. These are the variables of a stay. You only change one variable at a time, and when one is increased, the others are decreased.

Balance the difficulty.