

## The Conditioned Reinforcer

“YES”

“GOOD”

A conditioned reinforcer is something your dog learns. The conditioned reinforcer marks and reinforces correct behavior offered.

“GOOD” is used to mark positive behaviors while training to motivate the dog to the final behavior

“YES” tell the dog that the dog has completed all behaviors asked

**Conditioned Reinforcer:** Is a verbal or auditory bridge between correct behavior you are teaching and the unconditioned reinforcer. It enables you to mark desired behavior and encourage the dog to repeat behavior.

*Note: Conditioned Reinforcer is something the dog has to learn; it has no inherent meaning. The unconditioned reinforcer gives value to the conditioned reinforcer.*

**Unconditioned Reinforcer:** A biologically pre-established need for a dog to act as a reinforcer. Something that is essential to the dog's survival

Puppies and Dogs learn while engaging in play. They learn when a situation is truly threatening and when it is not. I will use play to teach and reinforce the conditioned reinforcer, by demonstrating to your dog that things come in a pattern and that pleasing the dog looks at you and their handler results in predictable rewards.

Structured Play Games (SPG) is performed to teach and reinforce a specific behavior(s). To teach and reinforce the Conditioned Reinforcer, We will play “Say My Name Game”

“Say My Name Game” is a simple game where you reward your dog when the dog looks at you when you say their name.

When the dog looks directly at you

Give conditioned reinforcer “Yes” to mark positive behavior was offered

Give unconditioned reinforcer “Reward” to reinforce conditioned reinforcer “Yes”

“Say My Name Game” also teaches and reinforces the meaning of the “Release” cue

**Release Cue:** Marks the end of the behavior for the dog and owner so the dog has a clear understanding of the exact cue before the dog is allowed to break position.

Give release cue “Ok” to mark the end of positive behavior