

# Reward Leveling System

The “LURE” “REWARD”

*Lure: Teaches the dog to follow a lure, which allows you to guide the dog into almost any behavior without force. It teaches and or reinforces the meaning of conditioned reinforcer by opening up communication to the dog when he does the correct behavior. The Lure is any item your dog values instinctively.*

Reward: reinforces behavior offered

<i>Food:</i>	High value	chicken beef fish
	Medium value	over the counter treats
	Low value	dog's feeding kibble
<i>Toy</i>	High value	squeaky ball rope tug
	Medium value	ball frisbee
	Low value	

*Your Love and Affection:*

*note: works best with breeds that have a high human animal drive*

High value	Kisses hugs and belly rubs
Medium value	Good boy and petting
Low value	Scratch on the head

Once the acquired behavior is offered you can give that behavior a name or a cue. The *Reward* allows you to reinforce levels of behaviors: High value behaviors = High value Rewards. Grading behaviors through *Reward Leveling* allows you to accelerate acquiring and generalizing behaviors to be offered within specific environments.