SIT HAPPENS llc

In Teach It: Level 2, we are going to remove the treat/toy from your hand, this will prevent you from always having to have a reward (treat/toy) in order for your dog to perform. We are establishing a 'Promise to Pay!'
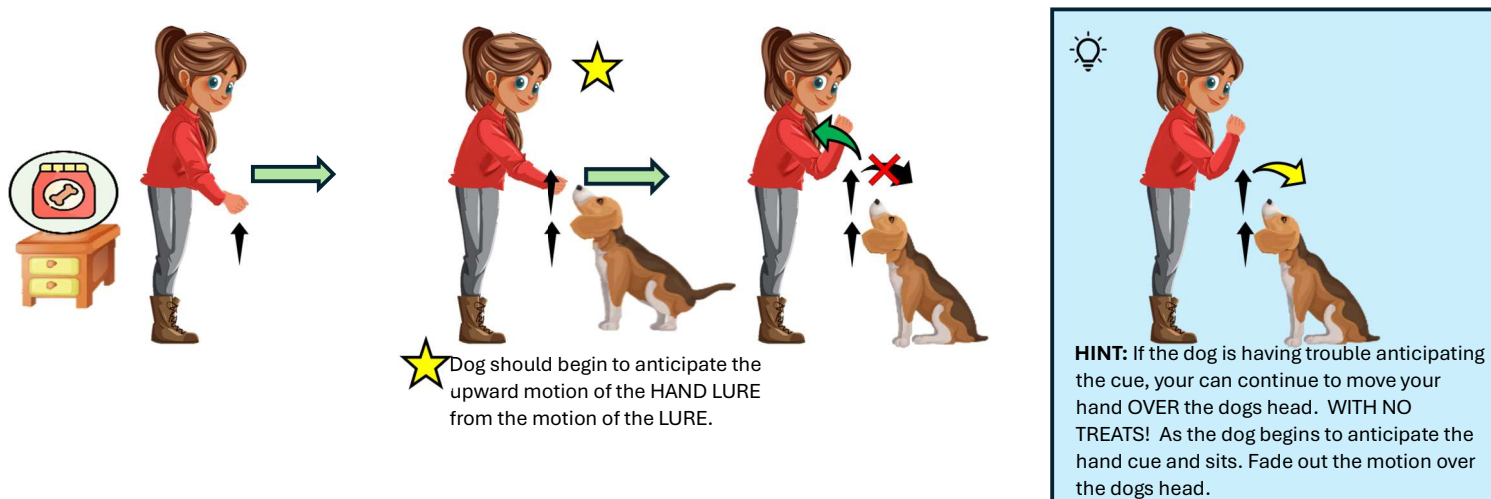
1. Prepare the training location by placing a cup or bowl of treats (or the toy) close by. Be sure the dog cannot grab the treats or toy.
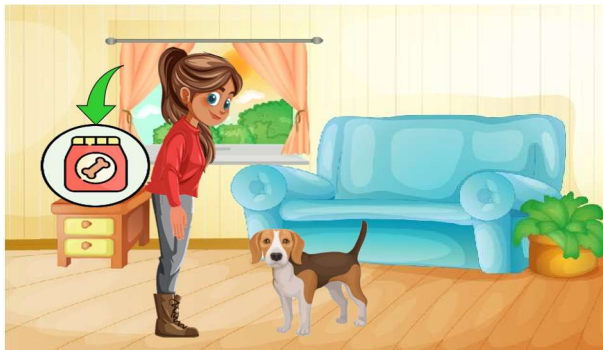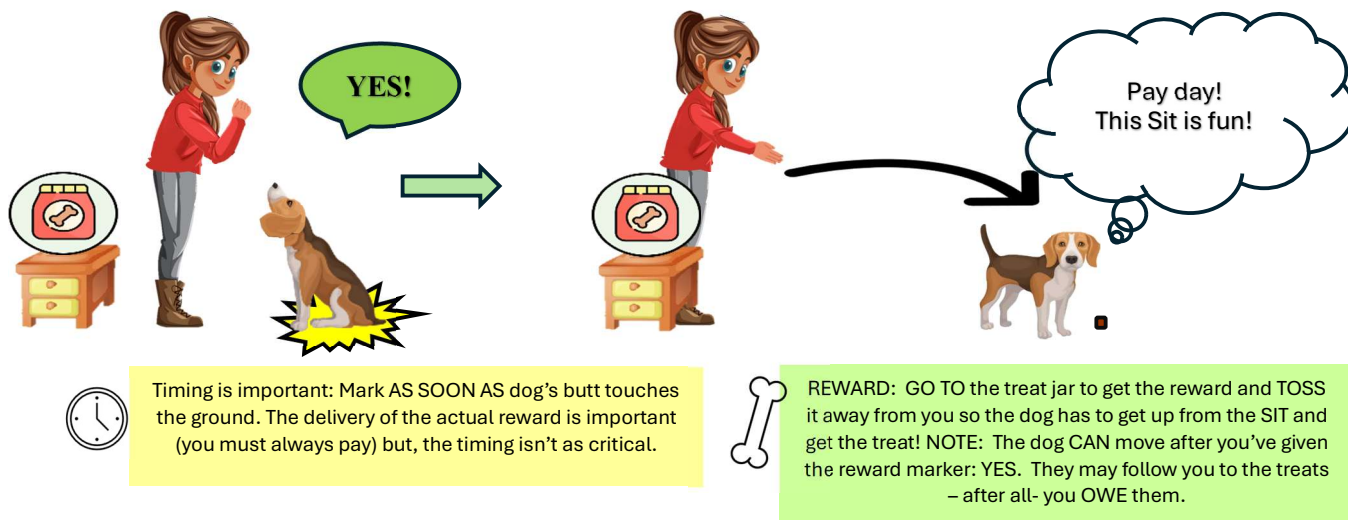

2. Stand in front of your dog, with NO TREATS in your hand. You do not need to place your hand on the dog's nose. Your hand can be an open UPWARD facing palm, or a closed fist when giving the hand cue for SIT.

NO TREATS in your hand

Cue Sit with an OPEN-UPWARD facing palm, or CLOSED fist. Either will work.
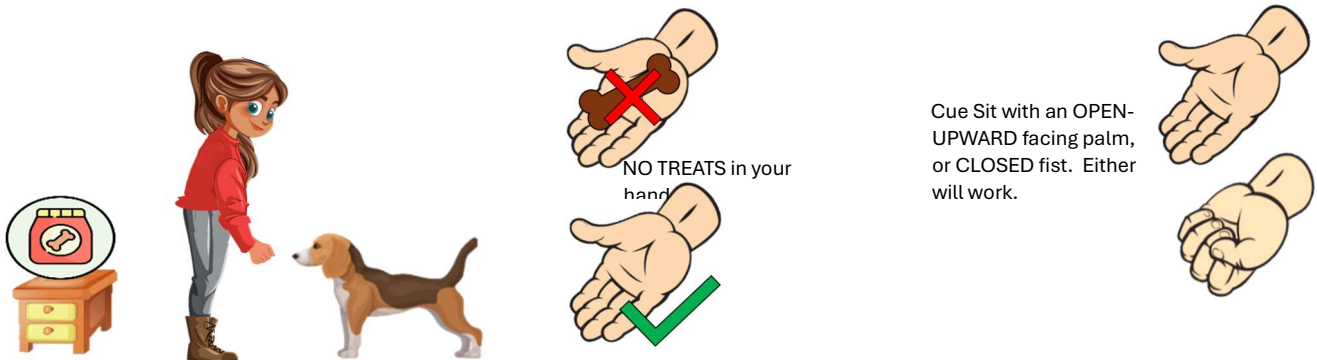
3. Give the HAND LURE for SIT. The hand lure for SIT is slightly different than the lure motion. With the hand lure, you will lift your hand up (the same as the initial motion for luring). But, you will NOT move your hand over the dogs head. Instead you will continue to lift your hand up, bending your elbow until your hand is in front of your chest. Because you've been practicing, your dog should begin to ANTICIPATE the cue by recognizing the start of the lure (your hand raises up).

Dog should begin to anticipate the upward motion of the HAND LURE from the motion of the LURE.

HINT: If the dog is having trouble anticipating the cue, your can continue to move your hand OVER the dogs head. WITH NO TREATS! As the dog begins to anticipate the hand cue and sits. Fade out the motion over the dogs head.

4. The INSTANT your dog's butt hits the floor MARK: **Yes**! And, GO TO the treat jar, and TOSS the reward. The dog CAN get up AFTER you have given the mark: YES. The job you asked is over, and now it's time for you to go get their paycheck (reward). Note: the timing of the marker is what's important – and you ALWAYS pay (reward) a YES!

YES!

Pay day!
This Sit is fun!

Timing is important: Mark AS SOON AS dog's butt touches the ground. The delivery of the actual reward is important (you must always pay) but, the timing isn't as critical.

REWARD: GO TO the treat jar to get the reward and TOSS it away from you so the dog has to get up from the SIT and get the treat! NOTE: The dog CAN move after you've given the reward marker: YES. They may follow you to the treats – after all- you OWE them.

5. **PRACTICE IT:** Start the practice session. Practice steps 1-4 above, rate each performance. When you and your dog achieve 10 PERFECT sits, take the TEST to repeat 10 repetitions. When you and the dog perform 9/10 perfect repetitions, move on to: Sit: Teach It - Level 2: Hand Cue Only (no treats in hand).