

# Secrets to Raising a Puppy the AbsoluteDogs Way Chart



AGE OF PUPPY	BOUNDARY GAMES	DITCH THE BOWL	INTERACTION WITH PEOPLE	INTERACTION WITH DOGS	TOP PLAY	HOUSEHOLD MANNERS	OFF LEASH FREEDOM	NAVIGATING DISTRACTIONS
<b>8 WEEKS</b>	Introduction Level (1-5)	25% Handfeeding  75% Enrichment	Refer to page 22 of your Surviving Puppyhood resource.	Refer to page 22 of your Surviving Puppyhood resource.	No tugs or ball toys left down.  Chew toys and enrichment toys available.	Gated communities and limited/restricted access to different spaces in the home, only with adult supervision!	Puppy Line dragging in the home and outside.  For more independent puppies, 10-15 ft line outside.	Training short 1-2-minute sessions 2-3x a day in low distraction environments (home and garden)  Intro to DMT
<b>10-12 WEEKS</b>	Introduction Level (5-10) Building up Reliability with Release Cue (minimal distraction)	50% Handfeeding  50% Enrichment	Refer to page 22 of your Surviving Puppyhood resource.	Refer to page 22 of your Surviving Puppyhood resource.	Play with you with tugs and/or balls.  Begin shaping a play retrieve.  Otherwise still not left out for free play. Chews and enrichment toys readily available.	Continued from above. Puppy may be sleeping a little less, so more opportunities for rehearsing calm provided and reinforced.	Proximity games are a significant focus in home and in the garden.  Middle FUNder Orientation Paint the Town Red	Continue above and go to a car park at a distance or something similar where the distractions can be controlled and play proximity games.  DMT Level 1-2

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<b>12-16 WEEKS</b>	Remain steady at Levels 5-10 with Mouse Game (different locations in the home)	50% Handfeeding  50% Enrichment	Refer to page 22 of your Surviving Puppyhood resource.	Refer to page 22 of your Surviving Puppyhood resource.	Play with you with tugs and/or balls.  Begin shaping a play retrieve.  Otherwise still not left out for free play. Chews and enrichment toys readily available.	Increased implementation of Calmness Triad Active Rest Calmness Protocol Passive Calming Activities  Reward Nothing & DMT Level 1-2	Short loop walks utilising the proximity games within your walks with longline dragging (think 25-50 yards!) Add Catching Food!	Maintain above as long as your puppy is confident.  Only expand as your puppy is 100% successful at the previous distraction level.  DMT Level 1-2
<b>16-20 WEEKS</b>	Level 5-10 with Mouse Game with added low to level distractions in new habitats	75% Handfeeding  25% Enrichment	Refer to page 22 of your Surviving Puppyhood resource.	Refer to page 22 of your Surviving Puppyhood resource.	Keep tugging light during tooth loss and growth of new teeth...  You don't want to associate pain with toy play.	Boundary Games for real-life training, in the kitchen or in the living room, to grow reliability in those habitats for longer periods of time (with a chew or enrichment toy if needed)	Exploring new habitats on a long line that are safe (fenced preferably). Play games to engage and to remain unpredictable. Focus on Proximity and increasing the challenge of already known games	Taking boundary games on the road!  Try 3-5 new habitats.  Boundary Games & STAS Games

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<b>20 - 40 WEEKS</b>	Level 10-15	40% Handfeeding  60% Enrichment <b>*VARIES*</b>	Refer to page 22 of your Surviving Puppyhood resource.	Refer to page 22 of your Surviving Puppyhood resource.	As your puppies has all of their adult teeth, encourage more play and focus on retrieve foundations.	Start experimenting with a little more access (with direct supervision) and encouraging settling on a living area Boundary.	Having an off-leash dog role model appropriate behaviour can be so handy!  Keep longline on to reinforce good decisions and prevent poor decisions.	Continue expanding your puppy's experiences in new habitats.
<b>UP TO 1 YEAR</b>	PRIMARILY REAL LIFE BOUNDARIES REINFORCEMENT IS VARIED AND MATCHES DISTRACTION LEVEL OF ENVIRONMENT	Observe your dog's behaviour.  50% Handfeeding  50% Enrichment  <b>*VARIES*</b>	Refer to page 22 of your Surviving Puppyhood resource.	Refer to page 22 of your Surviving Puppyhood resource.	Desire has been enhanced.  More self-control games, etc.  Continue striving for a cooperative, conflict free retrieve.	More freedom as your puppy earns it.  Depends on the puppy and their natural inclinations.  Expand where gates are to open up more space, etc.	Continue growing reliability of off-leash freedom through games, continuing to reward great decisions with:  Food Toys Play with You Running Swimming And MORE	Continue growing your puppy's experience (adolescent now!)  At any point if there is regression, take a step back. Every dog will progress at their own rate.

It is important to recognise that every puppy is going to mature at different rates, that no journey is like their own, and that you are the best dog owner for them, helping to support them and encourage their growth as they navigate their individual journey with you as an amazing, and patient, part of their team. These are guidelines and not set rules. STAS refers to our Sexier than a Squirrel Challenge: <http://www.absolutedogs.me/sexy>

