Good Puppy Week 4

Training Tips



- Quiet room to teach new behavior
- 1 session equals 2 to 3 reps
- 10 pieces of dog food or small treats equals 1 rep
- Use marker sound only
- When adding cue word only say the word once
- When dog is over excited and can’t hear you; use your non-verbal cues with treats to get focus

Calmness = Fun

Dogs can learn offering calm behavior can equal greetings, play, outside, walks, etc.



Video Link

- Use your target mat as a great tool to help teach calmness.
- Work at your dog's level depending on the environment.
- Reward dog while on mat to teach dog good things will come.
- Reward dog's calmness on the mat with something your dog will enjoy.
  - Movement
  - Play
  - People
  - Dogs
- The mat is meant to be a good spot so don't force your dog there.

Recall – Find-It

"**Premack Recall** works because instead of calling your dog to come and putting your dog on leash or the fun ending, you send him back to sniff, or play, or indulge in whatever activity he was doing before you called him.



Video Link

- Practice calling your dog away from different things; rewarding them with a great treat plus sending them back immediately to enjoy themselves.
- During recall games; leave out the sit, down, etc. just focus on recall and making it fun.
- Game from class: Call your dog, as they arrive to you, toss a treat and say "find-it" then call again and repeat.
- Recall is all about making the word FUN!

Recall – Hand Target - Emergency

Emergency Recall words are words you do not use often, and they are trained with special treats that the dog associates with the word.



Video Link

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- Grab yourself the most delicious food imaginable. Steak, chicken, etc. and divide it into tiny bites.
- When your dog is near you and giving you attention; take your hand target from high in the air to in front of you or to the side in a big swoop downward and back away.
- As dog moves toward your hand target say your ER word in a happy tone.
- Reward with the best treat ever!

*Remember jackpots are even more fun.

  - Jackpot is a lot of treats or treats broken into smaller pieces and given one at a time or dumped in front of you for the dog to enjoy.

Extra Recall Games

Recall is all about having fun for your dog. Typically, you are taking your dog away from something fun so when training make yourself more fun.

- Hide-and-seek
- Running to a bush where you've hidden a great toy or treats
- Running away from your dog so they catch you
- Rewarding with a great game of fetch or tug-a-war

- Key: Teach your dog its great to find you, come to you and surprise them!

Impulse at Doors

Start the exercise non-verbal.



Video 3 Dogs at Door Link

Video Doorway Link

Video Car Door Link

If your dog is excited at a door; always start non-verbal so they don't practice moving after you cue stay. Use the door as the tool.

- Use the target mat as a foundation place. Place mat on the floor and reward your dog for offering to move to the mat and sit or lay down.
- Mark and reward on mat.
- Using a door with a doorknob, reach toward door.
- Mark for not moving from mat and reward on mat.
- Wiggle doorknob or knock.
- Mark for not moving toward and reward on mat.
- Open door slightly.
- Mark for not moving toward open door and reward on mat.
- Open door a little more.
- Mark for not moving toward open door and reward on mat.
- Gradually increase the width the door is open.
- Release your dog to come forward to you to check-it-out (finale reward).

Troubleshoot: If at any point dog moves from mat or toward door, simply close door and reset. Do not pull dog back, have dog follow your hand target. Say good but do not reward. Start again.

When dog is successful, start to add the verbal cue "stay" or "wait".

Marker Walking – Dogs Level



Video 1 Link

Video 2 Link

Start with a higher rate of reinforcement and mark at each marker spot then after reliable success increase the distance between marks and treats.

- Place makers approximately 4 feet apart.
- Mark then treat at each marker while dog is walking next to your hip.
- Increase distance between mark & treat as dog stays near you on a loose leash.

Troubleshoot: If dog moves in front of you; use an attention sound such as whistle or lip smooch; and turn 360 degress to get dog to come up to your side. If problem persists use a higher rate of reinforcement, better reward treats or decrease the distraction environment.

Leave-It – Place on Floor

Placing food on the floor adds excitement.



Video Link

Remember and work at your dog's level. Move forward when your dog had multiple successes in different rooms and environments.

- Start with week 3 exercise, lowering hand with a treat toward the ground and saying leave-it
- Mark and treat the success
- Now say leave-it and place treat on the ground
- Mark and treat success

Troubleshoot:

- If dog moves toward treat on the floor, cover treat or take treat away and go back to week 2, step 1 by not saying leave-it and place treat on floor and take away if dog goes for treat. Once dog is successful add "leave-it" back into the session.