CAFÉ COMPANION

🎾 Game 3 - IYC Progression

Move the treats to the floor — closer to how distractions appear in everyday life.

🎾 Why This Game Matters

This change adds challenge, but it also builds powerful generalisation. Your dog begins to understand that self-control applies everywhere, not just when your hand is involved.

🎾 What You'll Need:

- Your dog
- Low and high value treats
- Phone on a tripod

🎾 Step-by-Step Guide:

1. Set Up

In a quiet room, revisit IYC.

2. Build the Behaviour

a. Place a low-value treat on the floor.
b. Cover it in a "spider-hand" position.
c. Stay silent and observe your dog's choice.

Most dogs will attempt to dive for the treat at first. That's information.

When they move away:

a. Lift your hand.
b. Watch their choice.

1. If they move toward the treat → cover it again calmly.
2. If they remain in position → say "cook"

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Then:

a. Pick up the treat
b. Deliver it to your dog's mouth

If they lean forward while you're picking the treat up, simply put it back and cover it again.

3. Raise Criteria

Use higher value rewards. This raises the distraction level and tests understanding. Progress through each stage.

Go at your dog's pace. We are building thoughtful choices – not creating frustration.

Next:
Ask your dog to sit. Praise them and walk towards them. Say "cook" to signal that the treat is coming to them.

What is their choice?

- Do they break position? → gently take them by their collar and reposition.
- If they stay in their sit, close the gap and feed the treat to their mouth.

Next:

a. Walk with your dog and deliberately drop a treat.
b. If they dive for it, calmly cover it with your foot.
c. Pick it up and try again.

When they show self-control: say "get it!". You might need to tap the floor if they still learn this cue.

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🎾 Next:

With your dog on their bed:

d. Place a low-value treat on the floor near you
e. Call your dog toward you.

Do they drive to you?

Yes:

- Praise generously
- Reward with a high-value treat
- Then release with “get it” to the floor treat

If they go for the distraction:

- Calmly step on the treat.
- Gently guide them back to their bed (Collar Grab Game).
- Try again with the treat slightly further away.

🎾 Advancing the Game

Show self-control and offer behaviour in the presence of food on the ground = progress to Game Day 4

🎾 Daily Use

Play this game casually:

- While sitting on the floor, watching TV
- Place a treat on their paw
- On both paws
- Between their paws
- On their head

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🎾 Checklist:

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1. Did you record and review your session?
2. Is your dog engaged?
3. How does their T.E.M.P look throughout?
4. Does your dog clearly understand the Location Specific Markers?

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