CAFÉ COMPANION

🎾 Game 9 – At A Cafe

Transfer your dog's skills to the real world.

🎾 Why This Game Matters

This is the real world. Throughout the program, you have taught your dog that "doing nothing" is the best thing they can do. These skills are transferable to any situation in a busy life.

🎾 What You'll Need:

- Mat
- Medium to High-value treats
- Happy Helper
- Book or magazine
- Chew toy

🎾 Step-by-Step-Guide:

1. Set Up

Chose a less busy time at the café. Bring a happy helper to set you and your dog up for success.

2. Build the Behaviour

a. Settle at a table. Use a chew.
b. Ask your happy helper to go grab the drinks, praise your dog for staying.
c. Once your dog has finished chewing, drop a few calm treats onto their mat.
d. Observe your dog and see how long they can relax.
e. End the session before they get agitated.

Repeat your visits at a less busy time and increase the duration each time.

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3. Add a Layer

Start getting up, walk away a short distance. Your happy helper can reward your dog with calm praise and a cookie drop.

You can also practice this part on your own – don't go order a drink yet.

Start going out of side for short periods, gradually increase duration.

Start visiting the cafe at busier times.

Can you go and order a coffee?

4. Raise Criteria

Once your dog is comfortable settling with all the distractions going on, you can start fading the HZ. One time use the mat; other times just use your "settle" cue.

The verbal and all other environmental cues will signal to your dog what is happening. Eventually, you can drop the HZ completely.

🎾 Daily Use:

Go at your dog's pace. The more sessions you can get in, the better. However, you have laid a great foundation with all the previous steps, so this should go smoothly.

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