GO GET IT

🎾 Game 10 – The Pick-Ups

Lift the toy/item with intention.

🎾 Why This Game Matters:

Clear lifts prevent sloppy retrieves later.

🎾 What You'll Need:

- Your dog
- Training toy
- High-value treats
- Phone on tripod

🎾 Step-by-Step Guide:

1. Set Up

Place toy in same position each time.

2. Build the Behaviour

Mark only when the toy leaves the floor.

3. Add a Layer

Require slightly longer lifts.

4. Raise Criteria

Add consistency before increasing difficulty.
Use different toys and objects – start at the beginning.
Start varying your position.

©Not to be re-printed without the written permission of Anke's Dog Training. Copyright 2024

GO GET IT

Only change one thing at a time:

- Environment OR
- Item/toy OR
- Position

🎾 Advancing the Game

Throw the cookie into different directions for new angles.

5 clean lifts in a row = ready for hold duration → Game 11.

Take your time with this game!

🎾 Troubleshooting:

My dog doesn't pick up the toy when I delay the click.

- look for other behaviours
    - touching the toy harder
    - opening mouth when approaching

These are behaviours worth rewarding to work in approximation.

My dog doesn't drop the toy when I click.

- use your "search" cue and throw a cookie

🎾 Checklist:

1. Are lifts calm?
2. Is your timing precise?
3. Did you throw cookies into different directions?

©Not to be re-printed without the written permission of Anke's Dog Training. Copyright 2024