GO GET IT

🎾 Game 11 – The Hold

Stillness creates reliability.

🎾 Why This Game Matters:

The hold stabilises the retrieve chain.

🎾 What You'll Need:

- Your dog
- Toy
- High-value treats
- Phone on tripod

🎾 Step-by-Step Guide:

1. Set Up

Begin after clean lifts are fluent. Confined space. Toy on the floor.

2. Build the Behaviour

Stand in front of the toy.

- immediately start moving backwards.
- mark after your dog has picked up and taken a couple of steps towards you.
- reward your dog at your feet on the floor – teaches the out and back pattern for a clean retrieve.
- reposition yourself in front of the toy and repeat
- keep the same distance

3. Add a Layer

- Increase duration of the hold:
    - wait longer with the marking
    - increase the distance gradually
    - mix up short and longer

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- always feed at your feet

4. Raise Criteria

- Increase distance from the item:
  - Move further away from the item
  - Gradually increase distance.

- Increase the drive back to you
  - start walking backwards while our dog is coming towards you.

They would want to catch up with you. It will also help to increase the duration and distance of the hold.

End your session as before by throwing a treat and retrieve the item to put it away.

Take your time with this game!

🎾 Advance the Game:

When drops are rare and duration steady, begin proofing → Game 12.

🎾 Checklist:

1. Is grip calm?
2. Are accidental drops decreasing?

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