GO GET IT

🎾 Game 12 – Proofing The Hold

Hold steady – even when tempted.

🎾 Why This Game Matters

Decision-making strengthens behaviour. Test your dog's understanding of the task. Incorporate IYC.

🎾 What You'll Need:

- Your dog
- Toy
- Low – high value treats
- Phone on tripod

🎾 Step-by-Step Guide:

1. Set Up

Only begin once hold is solid. Confined space.

2. Build the Behaviour

Introduce mild food distraction.

a. warm up with IYC.
b. place the toy on the floor at your feet
c. as you start backing away, open your cookie hand at the height of your stomach.
d. if your dog drops the toy, close your palm.
e. repeat once your dog has picked up the toy again.
f. Mark immediately for resisting temptation.
g. Delivery the cookie at your feet.

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3. Add a Layer

When your dog is steady with the above. Increase the food value.

4. Raise Criteria

- Increasing the duration of the hold
  - Gradually increase the duration by delaying the mark while moving backwards
  - If in any instances your dog drops the toy, close the cookie bar, try again. Mark early for success.

- Decreasing the height of the treat
  - gradually lower your cookie hand – aim is your dog's mouth
  - Keep distance between your cookie hand and your dog to increase success rate.
  - Keep duration short and decrease distance between cookie hand and your dog.
  - Still keep moving and feed at your feet.

- Combine the above.

- Increase the value of the treat
  - Start at the beginning to help your dog succeed
  - Progress through the steps and increase criteria gradually

Play in different environments. Take your time.

🎾 Advancing the Game

Reliable hold despite distraction = ready for delivery layering → Game 13

🎾 Checklist:

1. Is distraction controlled?
2. Is commitment strong?
3. Did you raise criteria in layers?

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