GO GET IT

🎾 Game 16 – Retrieve at a distance

Bigger throws. Same clarity.

🎾 Why This Game Matters

Distance tests understanding. Take your time with this game. Only the verbal release starts the game.

🎾 What You'll Need:

- Your dog
- Toy
- Open, safe space
- High-value treats
- Phone on tripod

🎾 Step-by-Step Guide:

1. Set Up

Start slightly beyond current distance.

2. Build the Behaviour

a. Throw your toy overhead.
b. Give your cue.
c. Reward only clean pick-up and delivery.

Throw toy into different directions. Make sure your dog can see where the toy lands.

Play on both sides.

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

GO GET IT

3. Raise Criteria

Increase distance in small increments.

🎾 Troubleshooting:

My dog starts running for the toy before being released.

- revisit Game Day 15
- start with toy drops and progress
- if they got hold of the toy – gently, quietly take them by their collar, hold the toy until they release. Praise for the release.

🎾 Advancing the Game

Reliable retrieve at a distance = add distractions Game 17.

🎾 Checklist:

1. Is delivery clean?
2. Does distance affect quality?

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