HUNTING GAMES – THE FOUNDATIONS

🎾 Game 15 – 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.

- warm up with IYC.
- place the toy on the floor at your feet
- as you start backing away, open your cookie hand at the height of your stomach.
- if your dog drops the toy, close your palm.
- repeat once your dog has picked up the toy again.
- Mark immediately for resisting temptation.
- 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 Day 16

🎾 Checklist

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

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