HUNTING GAMES – THE FOUNDATIONS

🎾 Game 8 - Say It Once

Put value back into your dog's name.

🎾 Why This Game Matters

Say it Once – the name of this game says it all. Your dog's name might have lost value in some environments; this game is a great way to make it meaningful again and to practice your Collar Grab Game more.

🎾 What you'll need

- Your dog (flat collar and leash)
- High-value treats
- Happy Helpers
- Phone on tripod

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🎾 Step-by-Step-Guide

1. Set Up

Start this game in a low distracting and secure environment.
Ideally you have 2 – 3 people to play along.
However, if you don't have anyone available, start the foundations on your own and invite other people to play along when you can.

2. Build the Behaviour

Provide each person with your dog's favourite treats. Let them randomly stand around.

Instruct each person of their role:

- Say your dog's name ONCE
- Reach for their collar when they come (adjust if your dog is not comfortable with this by throwing a treat to the dog with LSM "treat to be found on the floor")
- Say Location Specific Marker for "treat coming to your mouth"
- Feed cookie to mouth
- Release collar

Adjust the environment if your dog struggles, e.g. have people stand closer together.

3. Raise Criteria

- Let the people form a circle
- Put your dog on leash
- Repeat the game above BUT before the next person calls
  - Gently turn the dog around, holding the leash or collar (adjust to dog's comfort level)
- The next person is calling your dog's name; the person who's holding your dog let's go

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- Repeat until everybody has called your dog in a random pattern.
- Remove your dog's leash and play again, this time without turning the dog into the circle
- Repeat until your dog had 2 – 3 successful recalls with each person

🎾 Advancing the Game

Add a bit more difficulty by widening the circle, your dog must run a greater distance between people. Make it fun and unpredictable.

Slowly introduce distractions. Start with low level distractions and let your dog dictate the pace.

Move the game to new environments with more distractions present. For safety reasons, always start with your dog on a leash.

🎾 Troubleshooting

My dog doesn't respond to their name when called once.

Quietly, without saying anything, walk over to them, take them by their leash or collar and gently lead them 6 steps away from what was distracting (maybe one of the other people is a very dear friend of your dog).

Say your dog's name again. When they respond, praise them lavishly but do not treat.
If they still can't respond, take them further away from the distraction until you have success. This is great information, and you can think about how to change the environment to make it easier for your dog to succeed.

My dog goes for the distraction I've introduced.

Go over to your dog and gently guide them away from the distraction by their collar. Try again. If they still go for the distraction, move further away and review your dog's distraction list ratings!

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🎾 Daily Use

Putting value back into your dog's name is a great tool. Whenever you say your dog's name, do it in a happy and motivational tone. Never use your dog's name when you are angry, it will not teach them anything other than a negative association to their name and you saying it. We want their name to be a happy association that predicts fun with you.

Build up the game slowly and invite different people to play.
Play on your own in different environments, lower your criteria to a head-whip if you are introducing a new distraction and build up to coming to you.

🎾 Checklist

1. Did you review your sessions?
2. Is your dog responding to their name happily?
3. Look at your dog's T.E.M.P (Tails, Ears/Eyes, Mouth, Posture)
4. Did you play in different environments?
5. What were your dog's choices when you introduced distractions?

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