

DOG DOCK JUMPING: DRY LAND GAMES

Welcome to our dry land games class!
The following information is to help you
remember and practice
what you learned in class.

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PREFERENCE TESTING FOR FOOD AND TOYS



It is important to understand the concept of preference testing when playing any game with your dog. Knowing if your dog prefers one treat over another or if your dog prefers new treats can be extremely helpful when training anything.

To evaluate what your dog prefers you can do a concurrent preference test:

- 1. Take two treats of the exact same size and pinch them between your thumb and index fingers.
- 2. Simultaneously present both treats.
- 3. The treat your dog takes first is the preferred one.

When doing this notice patterns if your dog always picks the new treat over the familiar treat, your dog may enjoy novelty. You can then use this to consistently select new treats to keep your dog motivation at peak levels.

Note: if you do the preference test with a large and a small treat you are simply evaluating that your dog can tell the difference between large and small. Most dogs will select the larger treat thus not giving you an accurate result in terms of preference.

The same concept of treat preference testing can also be used for toys. Follow the same steps just present two toys simultaneously.

BUILDING TOY DRIVE



Tips for creating an amazing toy drive.

- Use a special toy that your dog never has access to other than when you play high-energy games.
- Keep this toy in a special place that your dog can see but not access. Playfully tease your dog with the special toy and then immediately return it to its special place.
- Playfully teasing your dog with the special toy can be accomplished by playing keep away, chasing your dog when they have the toy.
- Tie the special toy to a string to encourage your dog to chase and grab it. Please be careful not to flip the toy through the air but rather to have your dog chase the toy close to the ground. Encouraging jumping for toys tied to a string can injure your dog. A great example of a toy tied to a string is the flirt pole by a squishy face. The flirt pole is available on Amazon.com in two sizes, we recommend the larger size for ease of handling.
- Race game: while gently restraining, toss a favorite toy out ahead of you and race your dog to it. Whoever gets there first plays with it. Make sure to cheat so you can “win” adding to the excitement by playfully teasing your dog with the toy you “won”.

TEACHING TUG

For dogs that don't naturally grab onto toys and want to play tug with you, you can use a food stuffable toy to encourage tugging.



Clix Retriever Food Trainer pictured above is available at www.CleanRun.com. These toys can also contain materials that make them float for added benefit for when the water is warm.

These toys have Velcro pouches that you can place food inside encouraging a dog to want to interact with the toy and in many cases leading to playing tug. Playing tug does not cause aggression, this is a myth but playing tug is an adult game that is not suitable for children.



TEACHING FETCH

For food-motivated dogs the Cookie Toss Game can be a great way to learn the concept of fetch. Toss one cookie in front of the dog and after your dog runs and eats that cookie, toss another cookie in the opposite direction.

I have tossed the cookie in front of the dog so that "dog" will chase it.



The "dog" has chased the tossed cookie and so now I call their name and start the motion of tossing the second cookie in the opposite direction.

For toy-motivated dogs you can play the same game but simply toss a toy in opposite directions. The concept in both cases is that you are in the middle of this toy toss game allowing you to gradually shape the dog into picking up and returning the toy to you.

TOY GRAB GAMES

Handoff toy game toss in air maintain forwards momentum always for safety

BACKWARD TOSS GAME

Start standing facing the dog holding toy so that the dog can see most of the toy.



The dog gets the full view of the toy without Joe's hand obstructing the bumper. And Joe gets to see if his dog is launching up and forward off his hind legs for maximum power.

Pop the toy up over your dog's head to encourage them to leap forward and grab the toy in the air. To merge this game with some self-control, start this game with a sit release the dog from the sit while simultaneously popping the toy up into the air. For dogs with lower toy motivation skip the self-control part for dogs with extreme toy motivation it is highly recommended to include a self-control game with every toy game.

1, 2, 3 GAME TO BUILD MOTIVATION

For less motivated dogs you can practice 'revving their engine' by winding the dog up by repeating "ready?" or by counting in an excited fashion.

You can combine this revving-the-engine game with the toy grab game and work building motivation, and self-control and rehearse toy grabbing in one game!

HYDRODASH AND AIR RETRIEVE GROUND GAMES

- Pole with strings hanging toy game.



- Positively reinforce your dogs for snatching the toy powerfully by playing after a "power grab" or alternately reward these grabs with food.
- Again, you can add a sit-stay to get the benefit of self-control.

FOUNDATION GAMES

- Restrained recall games are a great way to build drive for dog dock jumping. This game requires two people and simulates a person holding your dog on the dock. Person A holds the dog, and person B walks out a distance as long as the dock or longer and recalls the dog. Can be combined with the backward toss-and-grab game!
- Turn on forehand game.



If your dog understands to place two feet on an item they can then learn to rotate their hind legs in counterclockwise and clockwise rotations. This is a great exercise for hind leg awareness which enables you to communicate other hind leg behaviors like powering upward and forward.

- Sit-to-stand game for conditioning and self-control. Have your dog sit and then lure your dog to stand.
- Backing up on cue game. Great for body awareness and self-control.
- Floating dock edge game, have your dog sit on the edge of the floating dock and teach him to power off with his hind end.
- A tuck sit versus a vulture sit. All sits on the dock are ideally tuck sits meaning the dog is ready to power off and explode forward and up. Vulture sits are sloppy sits where the dog is hunched over giving them a rough start before, they have even begun.



A tuck sit engages the dogs rear, so that they can power off and up for maximum results.

- Out game, for high-drive dogs giving up the toy on the dock can be very difficult, prepare for this with lots of dryland games for releasing the toy. A simple way to get most dogs to release a toy is to simply make the toy dead. A fun way to do this for dogs that are ok with having their collar or harness handled is to gently hold onto the collar (below the dog's chin) while they are holding the toy and you also have your hand on it. The high-drive dog will attempt to tug on the toy and thus be positively reinforced with a game of toy instead of giving up the toy. By gently holding the dog by the collar, below the dog's chin, you are making the toy seem "dead" and this will prompt most dogs to release the toy! You can then positively reinforce this by giving the toy right back! Quickly your dog can learn that releasing the toy gets them the toy!





Joe gently reaches underneath the dog's chin to grab Rusty's collar. This enables him to gently push the toy into Rusty's mouth, stopping all tension on the toy. Most dogs will eventually spit out a "dead" toy. This dropping behavior is then marked with a "Yes!" and immediately toy play resumes. Giving up the toy gets the dog to the toy again! Doggie Zen! Please be sure to train a collar grab separately if your dog is worried about having its collar grabbed.

- A final foundation game that is ideal for high-drive dogs is to have your dog sit and stay while you toss a toy over a jump bar or through a hoop held by your instructor or a helper. This toy tossing game is excellent for all dock jumping handlers because we can't ever practice throwing enough.

We hope you loved this class as much as we love teaching it! We look forward to seeing you again!

Happy training! The Staff of Courteous Canine, Inc.

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