Disengagement Pattern

This game builds lots of value in coming away from interesting things, if your dog loves toys use toys, if they love food use food and if they love both use both!

How to Play:

1. With your dog off lead, throw a treat infront of you and let them get it

2. When they turn back to you mark with a 'yes' and take a step backwards. Reward with three pieces of food when they come to you

3. Throw another single piece of food out in front of you and repeat

For the next step we want to throw out the lower value item and reward with the higher value item. If toys are their favourite throw out the toy and reward with food when they come back to you and vice versa.

4. Put your dog on lead, throw the lower value reward out ahead. It needs to be far enough away that they can't get it. If they've learned the pattern they should turn back to you

5. When they turn back to you reward with their higher value reward, then tell them 'okay get it' and go with them to get the first reward.

6. Repeat the past two steps until your dog is turning back to you reallu quickly.

7. Switch the value. Throw out their higher value reward and reward withe the lower value reward when they turn back to you.

If you dog gets frustrated and is unable to turn back to you when on lead practise the first three steps for a little longer.

To make this harder

Wait a little longer each time before sending them to the thrown reward

Drop the lead (get ready to catch it or step on it if they go for the thrown reward before the 'okay get it' cue)

Try it off lead (when you're willing to bet me £50 they wont go for the thrown reward until released)

Real world application

Did they see a squirrel and look at you? Reward multiple times and then, if it's safe, release them to chase that squirrel.