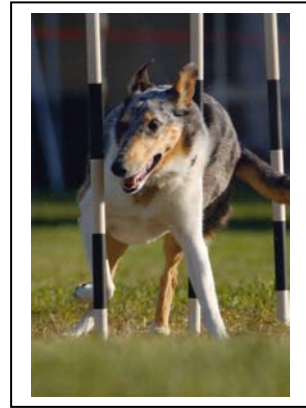


Dog Agility Pre-School

Cathy Toft
(530) 759-8637
cathy@r-plusdogtraining.info
<http://www.r-plusdogtraining.info>



Susan Garrett's 1-2-3 game

Exercise goals:

- Dog builds drive to work
- Dog finds a thrown toy or tug-n-treat really reinforcing
- Dog learns to control anticipation and impulsive behaviors
- Dog learns to focus
- You find a way to get your dog's attention under high distractions (hearing "threEEEEEE" will rivet their attention to you)

Progression for this week:

Step 2:

Goals:

- Keep up step 1 goals (don't lose track of those!)
- Build duration of standing still.
- Begin to add the cue
- Begin to condition the cue, i.e., the cue will be paired with a great reward, which is the thrown toy or tug-n-treat.
- Allow the dog to make a mistake, one or two out of each 10 repetitions, so that the dog can compare when a reward comes and when it doesn't, i.e., to build understanding that standing still is the behavior being reinforced.

*** First build duration by making your dog stand SLIGHTLY longer. Only add a second or two at a time.

*** Do NOT be consistent. Randomly vary when you release: right away versus medium and longer durations of the standing still. Be unpredictable.

*** Make your dog fail, 1 or 2/10 times, first by enticing the dog to move. Do not use increased duration as a way to make your dog fail just yet.

*** When your dog goes before your release, just stand up casually and stop the game for a few seconds, then start again and make the next repetition much easier, so your dog is sure to succeed. Resist for now using a "no reward mark". Let's talk in class about whether to use those.

*** Add the EEEE or THREEEEE cue only if your dog is succeeding every time you are not trying to make her fail. In other words, your dog "gets it", at least at the duration you've practiced most.

*** Work up to EEEE and then THREEEEE this week. Try to build drive and reinforcement value under small durations and a few mistakes.

*** Keep your sessions short and intense.

*** Maintain at least an 80% success rate.

*** Continue to use your clicker to end the standing still, but say your release cue immediately upon clicking. We'll work out the transition to a verbal release cue later. Technically the new cue should go first, but again, your beginning dogs are using the clicker as a release and we'll stick with that for now.

*** Reminders: Be sure not to move your body either before or during the clicker and the release cue. You move yourself only after you've released your dog to move. Remember to be careful in all of agility not to let your dog think your body movement is a release cue.

*** Step 2 then starts to build duration and use of the cue to predict that the reward is coming. If you do step 2 right, then the cue itself will build anticipation in your dog, i.e., the cue itself becomes a secondary reinforcer, just as Karen Pryor explains in her article, the Poisoned Cue.