Movement Games On Leash

Playing games with your pup should be fun, but also teach important behaviors and habits. Walking nicely on leash is typically near the top of the list of things to teach your pup. Many people just jump right in to walking their puppy, and then run into trouble. Bad habit can form when a puppy is put into a situation they don't know how to handle yet, and walking on leashes one of them. This game helps to you work with your puppy and teach her what behaviors are appropriate while on leash.

Movement Games - The Leash

Attaching the leash, to a collar or harness, and walking with your pup on leash takes some practice. Some puppies can have a real hard time ignoring this thing handing from them. It is distracting! They might bite at it playfully or out of frustration. It is your job to help your puppy get used to the leash and learn to ignore it.

Your Job:

- 1. Hold the leash in a relaxed manner.
- 2. Never tug, yank or pull on the leash.
- 3. Keep your puppy's attention on other things so your pup ignores the leash toys, following you, attention sounds...
- 4. Capture all good behavior choices made by your puppy and mark and reward them:
 - Looking up at you eye-contact (not looking at feet)
 - Four on the floor (no jumping)
 - Sitting
 - Releasing leash tension by returning to you (orientation)
 - Proximity staying near you, following you
- 5. Practice at your puppy's pace for success. Be patent and only move forward when your puppy is ready. You should only begin to amp it up if your puppy is handling your walking pace without mouthing or jumping.
- 6. Practice good leash manners and not throw your pup into long dog walks before he is ready to handle such an endeavor. Bad habits could start by doing this.
- 7. Keep things fun and interesting including you.
- 8. Stop while your puppy is doing well and avoid frustration.

Movement Game: Walk N' Drop

You can practice in a hallway or room. Have some small treats ready in either a pocket or treat pouch. You are going to use this game to teach your pup to follow you, as well as to curtail jumping and any mouthing at you or your clothes/shoes.

- 1. For this game on leash, you will only move within the confines of the leash to keep it loose. You job is to practice keeping the leash out of the way.
- 2. Sometimes you might need to have a tug toy with you for a distraction in the beginning, but you will work to fade out the use of the toy and work just with the treats.
- 3. Take a couple of steps (that means 2) at a slow walking pace, so as to keep excitement levels down. Use a light and happy voice if needed to coax your puppy to follow you.

Movement Games On Leash

- 4. Just before your puppy catches up to you, stop. You want to time this so that you stop walking at the distance your puppy needs to not jump or nip at your legs or feet.
- 5. Place treats on the floor next to you foot and point them out to your puppy. You want to do this before any inappropriate behavior jumping, nipping, etc.
- 6. Just before your puppy is finishing up the treats, take a few more steps and stop.
- 7. Repeat several times.
- 8. With practice, you will them be able to wait for appropriate behavior sit, look, standing with "four on the floor," then say your RM and praise and place a few treats on the floor at the side of your foot. Point them out to your puppy so he sees them and goes to eat them.
- 9. Just before your puppy is finishing up his treats, begin walking again.
- 10. Repeat the steps above several times.

You will want to practice this game and the Leash Work and Drag It games to get your puppy very good at ignoring the leash. Your goal with this game is to walk the entire length of the hallway or room with your puppy and have him follow nicely, anticipating when you will stop and offer an appropriate behavior so you will drop treats all while ignoring the leash.

When you can go the length of the room, create a little more excitement, either with your voice or a direction change or posture change. Choose one, and play it first so you can see how your puppy reacts and if it is a trigger for him to get excited (and get mouthy or jumpy) or if he can handle it just fine. Then work with a different one, then another, until your puppy is settled into the game in a more stimulating circumstance. He is now ready to move to the next game.

CHANGING CRITERIA:

For both the Movement Games on and off leash, you are going to work through levels of expectation as outlined below. Understand that depending on your pup, you may need to add a smaller step in between the ones listed. For some pups, this process only takes a couple weeks. For others, it is a much longer process. They are individuals first! Working at your puppy's pace, only moving on when the stage you are working on is mastered is your key to success. You have to be patient!!

- 1. **Reward All Good Behavior Choices**: No matter if jumping or mouthing happened before you stopped, or while you are stopped, any good behavior choices made by your puppy will be rewarded. So, for example, if your puppy jumps, but then sits, you will mark and reward the sit.
- 2. Reward Good Behavior Choices, Even If an Undesired One "Missed:" If air jumping, jumping that does not make contact, mouthing attempts but you stop so no contact is made, and then an appropriate behavior is given when you stop, you will mark and reward the appropriate behavior. No rewards for any contact (mouthing or jumping). This one is very dependent on your timing and being good about stopping.
- 3. **Absence of All Undesired Behavior:** All good behavior choices will only be rewarded if no undesired behaviors happen between steps from start to stop.



Movement Games On Leash

Begin this first with just walking with the Follow Me Game. Have your puppy master Step 3 before moving to the Speed It Up, Slow It Down game. Take speeding it up SLOW! This is going to be hard, so be kind and set your pup up for success. The more your puppy is rewarded for doing the right behaviors, the more she learns the right behavior and the more she will want to offer it!!!