

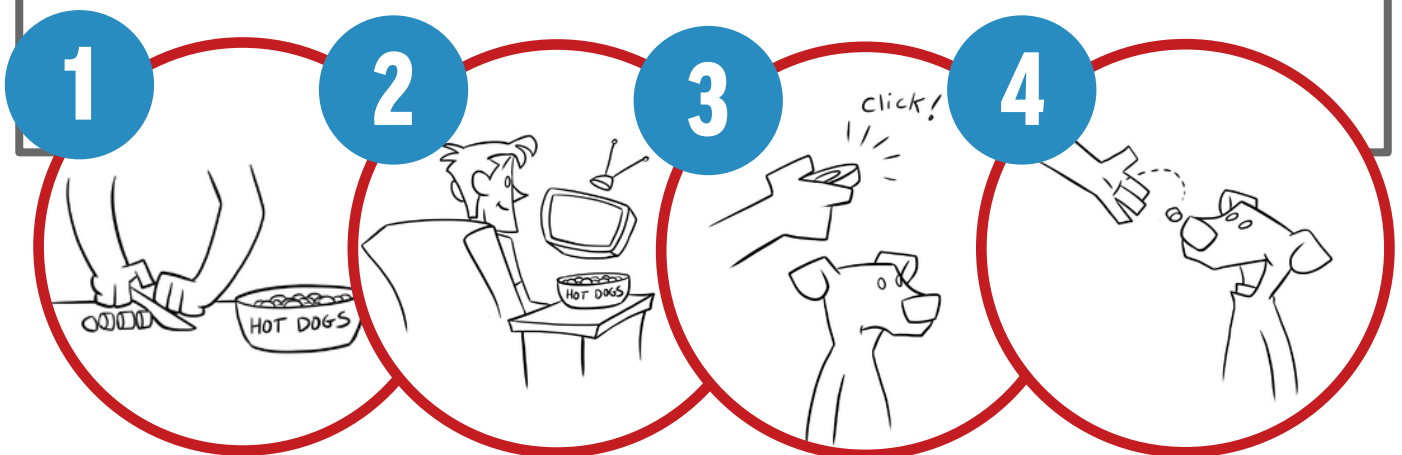
THE LOOK-A-WAY GAME

ABOUT THE GAME

A clever game for dogs who **OVER-REACT** to specific triggers in their environment, like other dogs, people, or different types of animals they want to chase while out on a walk. The goal of this game is to teach the dog to look away from the thing that sets him off, and instead look to YOU for instructions on how to handle the new things he sees in his environment, instead of impulsively barking, chasing or becoming fearful. By practicing this safe routine, your dog learns what to expect when around it's triggers, and thus helps him to remain more calm around them.

HOW TO PREPARE YOUR DOG FOR THIS GAME

Prepare a bowl of HIGH value dog treats, and spend one hour teaching your dog that every time you CLICK your clicker he will be thrown a treat. For this game to work your dog needs to learn that CLICKS equal treats! Once your dog's head snaps to you in anticipation of a treat every time you CLICK your clicker, you are ready for teaching your dog the 'Look-A-Way' game



PHASE I: ACQUIRE TARGET

THE GOAL OF THIS PHASE

The goal of this phase is to find that threshold where your dog can 'Lock ONTO' his target, but that when you click your dog is not so LOCKED-ON that he won't turn around for a treat. When you've found this threshold and your dog turns around successfully for 5 repetitions, you are ready for Phase II.

1



Find a trigger that your dog will stare at that he normally over-reacts too, (ie. Other dogs across a fence, or people on the sidewalk, or by an excited child playing) and place you and your dog at a safe distance from that trigger. Wait quietly at that distance for your dog to notice his trigger without your assistance.

2



The second your dog 'Locks onto his trigger' CLICK!

3



When your dog turns his head to get his treat, reward.

If your dog is so LOCKED-ONTO his target that after you click he does not turn his head around for a treat, you are too close to his trigger and should move away from your trigger to a point where you feel your dog will turn around when you CLICK.

PHASE II: LOOKING AWAY ON HIS OWN FREE WILL

1



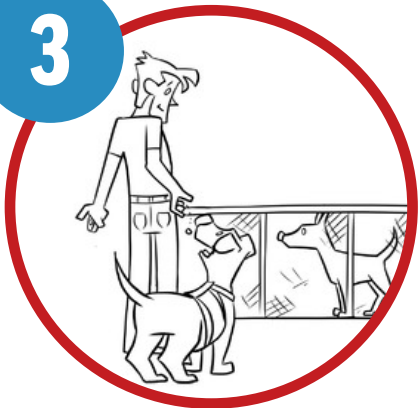
While staying at the same distance from your dog's trigger as before, wait for your dog to LOCK Back ONTO his trigger... and start counting to five. Your dog should be so used to getting a treat every time he notices his trigger that he turns back for a treat within 5 seconds. The goal is to see if WITHOUT clicking he will COME off his target on his own. If your dog STAYS locked ON for more than 5 seconds, you are too close to your dog's trigger, and need to back up from your target and repeat Phase I.

2



If your dog does COME off his target and looks at you, CLICK the second he stops looking at his target.

3



After you click, reward. Repeat this 5 times.

4



After 5 successful repetitions take a two minute break. (like by playing a fun game of tug or fetch)

5



After your two minute break re-approach your dog's trigger again, this time from one or two steps closer.

6



Wait to see if your dog LOCKS-ONTO target and then back at you within 5 seconds. If he does click and reward. If he does not disengage on his own within 5 seconds back up one step and try again. Repeat 5 times at this closer distance.

WHAT PHASE II SUCCESS LOOKS LIKE

Your dog is doing well at this stage when at a KNOWN distance your dog will both ENGAGE with a TRIGGER on his own free will, and then proceed to DISENGAGE on his own free will for 5 repetitions at the same distance.

WHAT'S NEXT

Continue working with your dog at DISENGAGING from closer and closer distances to his trigger on a daily basis.

**DO 5 REPETITIONS AT PHASE I. THEN 5 REPETITIONS AT PHASE II.
RELAX FOR 2-3 MINUTES. REPEAT 3 TIMES.**