THE NAME GAME

GOAL: To teach the dog that when we say the dog's name and the dog looks at us, good things happen. We will then be using the dog's name in situations where we need to draw the dog's attention away from something or someone.

INSTRUCTIONS

1. Begin training in a calm, quiet environment, with no distractions.

   a. A minimum of 10 times per day, say the dog's name (from 2 to 6 feet away) and as soon as the dog looks at you, feed the dog a high value treat and praise the dog. Do not ask the dog to sit or do anything else before giving the dog the treat. The reward is for looking at you after you say the dog's name.

2. Gradually add in distractions, once the dog is 90-95% successful at step one.

   a. Minor distractions indoors: people or pets nearby but not interacting with the dog.

   b. Big distractions indoors: examples include someone else playing with the dog, when the dog is focused/watching something outdoors.

   c. No distractions outdoors: examples include practicing in a quiet yard, or on a walk but without people/dog distractions.

   d. Minor distractions outdoors: examples include traffic, occasional people, etc

   e. Big distractions outdoors: examples include busy streets, crowds of people, other dogs (at a safe distance if your dog is aggressive toward dogs), bikes, skateboards, etc.