

Games to Enhance/Produce Toy Motivation

By Wendy Pape as interpreted by Moe Strenfel
(With specific modifications/enhancements by Moe)

Games 4-10

Game Four – Chase The Human!

Helper holds dog by shoulders or collar or the end of a leash – they are only there to HOLD and NOTHING else (no talking, petting, feeding, eye contact, etc.)

- Handler teases dog with toy (for short dog have a longer toy so can stand upright)
- Handler runs off just a short distance, 2 feet to start - looks back over shoulder (toy in same hand as shoulder turn) and says dog's name
- Helper releases dog on name
- Handler plays game of tug when dog catches up
- Repeat to BOTH sides of body
- Handler gradually runs away longer and longer distances before calling dog

Game Five – Send to Toy

Dog on long line

- Toss toy out a short distance from dog (1' or 2')
- Let land so *stationary*
- Restrain dog lightly by shoulders or hindquarters
- Release dog to “get it”
- Either offer 2nd toy or run away from dog so dog returns to you (don't worry if dog drops toy at first – run back to toy and encourage dog to pick up)

Game Six – Race Ya!

Play only when send (game five) is reliable

- Throw toy or place in front
- Restrain dog lightly
- Race dog to toy
- If you get to toy first, grab and tease dog w/ toy & try again
- If dog keeps losing, run slower & let dog win

Game Seven – Attention

- Dog not looking at you (try to get in behind them)
- “Goose” dog (poke, do something physical to them)
- “psst!” and run off w/ toy
- Keep up until dog will not take his eyes off you & rotates every time you try to get in behind them

Game Eight – Fetch

Combine the send (game 5) & then the trade w/ 2nd toy

- If dog keeps dropping, run back to dropped toy and play
- Encourage dog to keep toy in mouth as you back up to get the dog to run into you
- Send dog to stationary toy

Game Nine – Self Control

Have dog sit and start to place toy 1' out in front of them

If dog gets up immediately straighten up & hold toy

Dog sits, resume putting toy on ground

If can place on ground, release dog to “get it”

Gradually build the time the dog must sit before you release them

Game Ten – Switching from food drive to toy drive

Dog must tug before getting food and then be able to go back to tugging after treat

- Start with low value food like kibble and a high value toy
 - Or if your dog would rather tug than eat, low value tug toy and HIGH value food reward
- Tug then feed kibble and back to tug
 - Keep pestering dog w/ toy if won't go back to tug (like a young dog pestering an old one to play)
- Progress to higher value treat kept in pocket
- Finally able to hold higher value treat in hand while tugging