

Eye Contact- dog's attention on the handler

Build value for the dog making desirable decisions

PURPOSEFULLY PUT UNAVAILABLE DISTRACTIONS/SCENTS IN TRAINING AREA FROM THE START (In clear containers, in a small crate/cage, behind a gate, and loose on the floor when pup is leashed). Toys, food, interesting scents, crumpled paper/trash, etc.

Incorporate eye contact in as many ways as possible:	
	<b>Random-</b> Mark/Reward random offered eye contact
	<b>Distractions = eye contact- LAT</b> Environmental or purposefully placed. Let pup look, reward choice to look at me and also reward ignoring/quick glance only
	<b>LAT game-</b> Start by marking the dog for looking at an unavailable distraction (food on the floor out of reach, dogs behind a fence, etc.), once dog has the pattern of look-mark-get treat, hold off on the click and see if dog will look away on his own and mark/reward that. Repeat till dog won't look at the distraction & reward that several times. Repeat with any distraction.
	<b>1,2,3-</b> Get duration with "eyes" cue by counting 1 & 2 & 3, etc. then use marker or "break"
	<b>1,2,3 with movement</b> work on "ready" cue and duration of sustained eye contact while moving in heel position. After a few sec of duration, switch to counting steps taken. Add changes of direction to keep it fun and interesting. Be sure to use a "break"/end cue.
	<b>Up/Down game-</b> place treat on the floor, after pup eats it, wait for eye contact, reward with another treat placed on the floor
	<b>NILIF-</b> eye contact to get what he wants (door open, toy, crate open, food bowl, etc.)
	<b>No mugging-</b> Mark/reward backing off closed hand, then try to keep hand open and take treats from the open hand with my other hand to deliver to pup. Then add eye contact requirement.
	<b>No mugging the floor-</b> Same as above, but food is on the floor
	<b>Dropped food/toy is unavailable-</b> start with tiny drops and build up, reward eye contact
	<b>Motion-</b> When I can drop food while standing, start to add motion with food or toy drop
	<b>Implied Leave it-</b> teach "get it" means pup can take it from the floor and no cue or "eyes" means leave it alone. Say cue and THEN point/gesture. Teach reinforcer cues for reward placement.
	<b>Practice daily-</b> Train with food and toys on the floor. Have stuff on the floor before the dog comes into the space. This way, items they encounter on the ground in public will look like a training set up.