

Impulse Control games- practice in many locations	
Leave it	
	Slow treats
	Fist zen
	Open hand zen
	Floor zen
	Teach drop it cue
	Choose to leave-it (food on floor, in a bowl, on plate, toys, other distraction)
	Recall/heel over distractions- start with item off to the side and gradually move it closer to the path of the dog
	Send to crate over distractions
	Practice between voluntary leave it and cue to “get it”
Pulling doesn't work	
	Attach pup on a harness to an immovable object- entice it to pull. Reward not pulling/waiting patiently.
On/off switch	
	Dog in crate- recall to exciting tug game – freeze and wait for dog to let go of toy and choose the crate. Down in crate restarts the game.
	Tug – release - tug
	Tug – release- do cued behavior - tug
Wait (voluntary or cued)	
	At doors + reorient
	Getting out of car or crate
	At curbs
	To chase food/toys
While other dogs work	
	Start with work in the “No MO FOMO” check off & “leave it”
	Place an empty bowl a distance away from pup's crate, let pup check bowl, pay for choice of going to the crate, when pup chooses to wait in crate, say “get it!” and after pup moves, THEN drop treat in the bowl.
	Same as above, but this time toss a treat first and if pup waits, pay in the crate for the wait and then say “get it”. Pay for returning to the crate.
	Build duration of the voluntary stay in the crate before saying release cue.
	Now combine the “taking turns” from the multi-dog games and the above exercise. Start with both dogs near you (can be in crates on either side of you). Toss a cookie (they should both wait for release cue- hand in collar if need). WHILE you pay the waiting dog for staying, say name of dog that can move followed by “get it”. Then pay that dog for returning to their crate.
	Repeat above with toys to retrieve
	Gradually add a bit of tug game when dog brings toy back. Keep occasionally paying dog that is waiting on the mat so that waiting is rewarding too.