

Dog Scout Class

(treats are used for training—no treats allowed for check-out attempt)

- I. **Class 1:**
 - A. Leave it!
 - 1. The importance of a good leave it
 - i. Food – avoid accidental poisoning, fish hooks, food stealing
 - ii. Animals—avoid dangerous encounters, wildlife preservation
 - 2. The Walk-away game
 - i. The dog CHOOSES; you don't "correct" (no leash jerks)
 - ii. Back away when dog chooses correctly
 - iii. Give dog a better treat
 - 3. Impulse Control and Indirect Access
 - i. Dog will "check" with you before proceeding
 - ii. Dog learns that pulling doesn't win him the prize
 - iii. Dog learns that OBEDIENCE wins him the prize
 - iv. Dog defaults to YOU rather than to the environment
 - B. Heeling
 - 1. Loose leash is rewarded by continued forward motion
 - 2. Pulling results in starting over—play the heeling game
 - i. Use a no-reward marker if dog knows one
 - ii. Back straight up; dog follows left (heel) side
 - iii. Get dog back into position to start again quickly
 - iv. Be as persistent as the dog (repeat as many times as necessary)
 - v. Use "lure" to teach heel position initially
 - vi. **Switch to "see the food—don't get the food"**
- II. **Class 2:**
 - A. Sit and Lie Down on Command
 - 1. Use a food lure to get the dog into position
 - 2. Reward compliance with command
 - 3. Fade the Prompt
 - i. ABC's of dog training
 - B. Stay in place
 - 1. Use the no reward marker to practice STAY
 - 2. Build on Distractions, Duration and Distance (one "D" at a time)
 - 3. Use a "keep going" cue to let the dog know he's right, but not done yet
- III. **Class 3:**
 - A. Come when called
 - 1. Always reward a good recall
 - 2. Play the distraction game (obedience works! Choosing correctly wins!)
 - 3. Encourage a tuck sit by using a food lure (no sit required for test)
 - B. Friendly with people
 - 1. Use of calming signals to reassure shy or frightened dogs
 - 2. Dog should approach stranger and make contact
 - 3. Rule of thumb: Never approach a dog that hasn't approached you first
- IV. **Class 4:**
 - A. Friendly with other dogs
 - 1. BY now, we should have been able to observe dog interacting with other dogs (that's why we save this one for last)
 - 2. If not, we can quickly observe a mini-play session in the fenced area
 - 3. Dog is not required to like other dogs, but should know sufficient dog language to get himself out of a potential situation
 - 4. Owner should have acquired several skills to help dog show deferential behavior or calming signals to other dog
 - B. Leave it with another animal
 - 1. Other animal should include dogs and one other animal
- V. **Class 5:**
 - A. Simulated clean-up of waste is necessary only if we have not seen owner picking up poop already over the past 5 days
 - B. "Show me your baggie" is usually done at class 2, but you should have one with you at all times
 - C. Handler should know the dog scout laws and agrees to abide by them
 - D. Make-up of any previously unsuccessful attempts at parts of the test