Rewards

Examples



FOODS

Cheese. Cooked, baked or roasted beef/pork/lamb/chicken/turkey etc heart or liver or muscle meat pieces. Roast beef. Freeze-dried liver. Crumbled cooked ground beef. Liver pate. Rollover. Leftover meat pieces. Leftover vegetable pieces. Hardboiled egg pieces. Baked egg. Apple pieces. Carrot pieces. Bakes yams. Dried cranberries. Blueberries. Kibble. Tiny meat balls. And so on...

What makes a good training treat?

It should be soft, so that the dog does not have to waste time on chewing. Hard cookies make crumbs when chewed, and they spill on the floor and "have to" be sniffed out and picked up and eaten.

TOYS

Rope tugs. Frisbees. Balls. Boat bumpers. Bicycle tires. Puppy tugs. Leashes. Firehose toys. Milk machine inserts. Soccer Balls. Basketballs. Old socks tied into a rope with a tennis ball in the toe. And so on....

What makes a good training toy?

It should be small enough that you can hide it in between training repetitions, easy to retrieve from your dog after you have finished playing, and not so small that it can get stuck in the dog's throat by accident.

ACTIVITES

Play fetch. Play tug. Go in the kennel. Come out of the kennel. Go into the house. Come out of the house. Get in the car. Get out of the car. Eat dinner. Fight the water hose. Belly rubs. Back scratch. Wrestle. Play with other dogs. Play with the cat. Play with the kids. Jumping. Digging. Swimming. Cuddling. Praise. And so on...

What makes a good training activity?

Enjoyable enough for the dog to want to work for it, but not too time consuming or difficult to stop if you need to do more repetitions of the exercise.

REQUIREMENTS FOR ANY REWARD

The reward that you use for training or conditioning must be good enough – <u>in the dog's opinion!</u> – to be able to compete with whatever distractions or alternative activities that are available to the dog in any one training situation. If not, the dog will simply learn that what you have to offer is not as good as what he can find on his own in the environment (e.g. smells, other dogs, other people, or whatever else is available).