

PREMACK GAMES



The Premack Games that follow can be used after you've achieved consistent success with your dog coming to you in a variety of settings. Once you learn the concept of Premack, the ways you can incorporate Grandma's Law into your training are endless.

The numbered exercises are designed to be practiced in order. Play the first game and ensure success there, before moving to the next. If at any time your dog hesitates to run to you (the handler), it's time to "save the recall."

GOAL:

Incorporate the Premack Games to strengthen your dog's recall

SCAN ME



for details of Lisa Waggoner's book,

The Original Rocket Recall™: Teach Your Dog to Come

rocketrecall.com

The Premack Games that follow can be used after you've achieved consistent success with your dog coming to you in a variety of settings. In the steps below, it's helpful to have a friend hold your dog when you call him, or you can sprinkle a few treats on the ground for your dog to enjoy while you position yourself some distance away and ready yourself to call your dog.

During each of the below scenarios, when a person is helping, the helper is standing midway and a few feet off-center from the direct path between the dog and handler.

1. The dog recalls to the handler with a **low-value toy** placed a few feet off the direct path, midway between the dog and handler. The dog gets a yummy treat, followed by a chance to play with the toy.
2. The dog recalls to the handler with a **high-value toy** placed a few feet off the direct path midway between the dog and handler. The dog gets a yummy treat, followed by a chance to play with the high-value toy.
3. The dog recalls to the handler with a **low-value toy** placed directly in the path, midway between the dog and handler. The dog is reinforced with a high-value treat, followed by a chance to play with the low-value toy.
4. The dog recalls to the handler with a helper standing midway and a few feet off the direct path between the dog and handler. The dog is reinforced with a high-value treat, then led to the helper for further reinforcement with a high-value treat.
5. The dog recalls to the handler with a helper **holding an empty bowl** and standing midway and a few feet off the direct path between the dog and handler. The dog is reinforced with a high-value treat, then led to the helper for further reinforcement with a high-value treat.
6. The dog recalls to the handler and passes the helper standing **holding a bowl with food in it behind her back** with the helper standing midway and a few feet off the direct path between the dog and handler. The dog is reinforced with a high-value treat, then led to the helper for further reinforcement with even higher-value treats.
7. The dog recalls to the handler and passes a helper standing midway and a few feet off the direct path between the dog and handler and **holding a bowl with food in it at waist level**. The dog is reinforced with a high-value treat, then led to the helper for further reinforcement with even higher-value treats.



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8. The dog recalls to the handler and passes a **helper crouching** midway and a few feet off the direct path between the dog and handler, and holding a bowl with food in it at waist level. The dog is reinforced with a high-value treat, then led to the helper for further reinforcement with even higher-value treats.
9. The dog recalls to the handler and passes a **helper sitting** midway and a few feet off the direct path between dog and handler, and holding a bowl with food in it in her lap. The dog is reinforced with a high-value treat, then led to the helper for further reinforcement with even higher-value treats.
10. The dog recalls to the handler and passes a **helper facing forward**, standing midway and a few feet off the recall path, and holding another dog on a leash, who faces away from the recall path. The dog is reinforced with a high-value treat, then led to the helper for further reinforcement with even higher-value treats (and remember to give the helper dog reinforcement too).
11. The dog recalls to the handler and passes a **helper facing forward**, standing midway and a few feet off the recall path, and holding another dog on a leash, who faces toward the recall path. The dog is reinforced with high-value treat, then led to the helper for further reinforcement with an even higher-value treat (and remember to give the helper dog reinforcement too!).

Note:

In steps 1, 2, and 3, if your dog is overly toy motivated, you may want to enlist a helper to hold the toy (instead of placing the toy on the ground). That way, if your dog is tempted to run straight to the toy on his way to you, the helper can quickly snatch the toy so the dog doesn't have the chance to grab it.

Remember to play the first Premack Game and ensure success there, before moving to the next. If at any time your dog hesitates to run to you (the handler), it's time to "save the recall." Saving the recall means finding a way to encourage your dog to return to you so he earns reinforcement.

Bring out your inner cartoon character. Get excited and use a high-pitched happy tone of voice. Encourage your dog to move with you by clapping your hands, patting your legs, squeaking a squeaky toy, or turning your back and running in the opposite direction. Don't be tempted to chase your dog; the better strategy is to turn and run away.