

THE ENGAGE-DISENGAGE GAME

A training game for dogs who are FEARFUL, ANXIOUS, or FRUSTRATED around a specific trigger such as another dog, person, or sound. The goal is to first decrease the dog's fear/anxiety/frustration and then to teach the dog a new safe and appropriate behavior to do instead.

PLAY FOR 1-5 MINUTES. TAKE A BREAK. REPEAT.

LEVEL 1: ENGAGE



Start at a safe distance away from the trigger, where your dog is not reacting. Be quiet and still so your dog notices the trigger on his own.



At the precise moment your dog ENGAGES by looking at the trigger, CLICK!



When your dog turns his head towards you after the click, feed a treat

If your dog reacts or is not turning back to you after the click, move further away from the trigger to reset at an easier distance.

LEVEL 1 GOAL:

To do at least 3-5 repetitions in a row at the same distance before moving on to LEVEL 2. A successful repetition is when your dog immediately turns back to you after the click.

If the trigger is moving or changing in intensity, keep playing LEVEL 1 until your dog has calmly looked at (or engaged with) the trigger from every direction. Then move on to LEVEL 2.

LEVEL 2: DISENGAGE



Let your dog notice the trigger again, but now wait 1-5 seconds to see if he will offer to LOOK AWAY from the trigger on his own.

If your dog is fixating on the trigger for longer than 5 seconds, GO BACK to LEVEL 1.



At the precise moment your dog DISENGAGES by looking away from the trigger, CLICK!



After the click, feed a treat.

If your dog reacts or is not turning back to you after the click, move further away from the trigger to reset at an easier distance.

LEVEL 2 GOAL:

To do at least 3-5 repetitions in a row before moving 1-5 steps closer to the trigger. A successful repetition is when your dog comfortably disengages with the trigger on his own.

As you move closer, keep playing LEVEL 2 if the trigger is not moving or changing in intensity. If the trigger is moving or changing in intensity, go back to LEVEL 1 at the new distance.