WWW.DOG-GAMES.CO.UK - RECALL

OBJECTIVES OF THIS NON-COMPETITIVE GAME

The dog learns to run to its handler from a distance of approximately 51ft (15.3m) – no "sits", "downs", "stays", "waits" etc. are required in any of the Stages of this or any other Dog-Game.

The handler learns –

- How to attract the dog's attention
- To be consistent with their commands and body language
- To experiment to find out whether the dog is happier to come back to them when they are moving, standing still, bent over the dog, directly looking at the dog or not, etc;
- Also to experiment to find out what the dog enjoys as a reward for running back to them – eg a special food treat, handler and dog playing together with a toy, praise, petting etc
- To recognise the differences in their dog's body language when it shows symptoms of stress, and to adapt their posture and voice so that the dog is willing and relaxed enough to come to them when called.

The dog learns –

- To calmly and confidently walk away from its handler while on a lead which is held by the trainer
- To recognise the consistent signals that the handler is giving and link these signals with the anticipation of being rewarded.
- To trust their handler (ie It will be given an enjoyable reward each time it returns to them) and will quickly begin to anticipate and enjoy doing the Game. This trust and understanding between human and dog is very important to build a strong relationship between the two.

STAGES (See website for details how to train each stage)

When training a dog, always begin at Starters Level and progress from there. It is not compulsory for dogs to do all these stages – they have been provided so that each dog can train to its own ability. Dogs must not be pushed into situations that they cannot cope with (eg running too close to other dogs in Silver) and handlers and trainers must respect the dog's limitations. Some dogs and handlers work steadily through most or all of the stages of Recall before trying a new Game, while others reach Bronze or Silver stages of this Game and then try another Game (returning to the higher stages of Recall when the dog is more confident, experienced or older). The dog's progress is recorded on the website, and Dog-Games gives certificates and rosettes for achieving each of the different stages of this Game (with a silver-plated trophy being given at Platinum level).

* Each test or training session should not be more than five attempts, and a rest period of at least an hour should be allowed if a dog is doing more than one test/training session in a day (see "Latent Learning" on the Understanding your Dog section of the website)

STARTERS (The dog learns how to do the Game)

To pass this stage the dog must walk with the trainer/helper on a lead to a mark 51ft (15.3m) from its handler – initially the handler may have to also walk with them if the dog is too stressed to leave them, then quickly return to the poles 51ft away. The dog must run back to the handler when its name is called, and allow itself to be held (preferably by its harness) by the handler while given an enjoyable reward/motivator the instant it arrives at their side. The dog must do this **three out of five times in a single training session** to pass this stage*. A red, yellow and white rosette will be awarded by Dog-Games when the dog has achieved Recall Starters.

BRONZE (Learns to do the Game consistently while running in different directions in the training lane)

A Recall Bronze Certificate will be awarded for each successful session of **five out of five** correct Recall runs*. The handler and trainer/helper should stand at alternate ends of the training lane for each certificate (eg. cert 1 & 3 left to right, cert 2 right to left) so that the dog becomes used to doing Recall in different directions within the environment. A red, yellow and bronze rosette will be awarded by Dog-Games when the dog has achieved **3 Bronze certificates**.

SILVER **(Learns to do the Game with the distraction of other dogs nearby in another lane)

A Recall Silver Certificate will be awarded for each successful session of **five out of five** correct Recall runs*, despite the distraction of the other dog(s) running in a netted lane nearby. A red, yellow and silver rosette will be awarded by Dog-Games when the dog has achieved **all 3 Silver certificates**.
Cert. 1 Dog does Recall while another dog (running in **same direction**) does Recall or Bounce in the other lane.
Cert. 2 Dog does Recall while another dog (running **in the opposite direction**) does Recall or Bounce nearby.
Cert. 3 Dog does Recall while one or more dogs run in **various directions** doing DOG-GAMES in the other lane.

PLATINUM (Learns to do the Game everywhere)

The dog repeats Silver Certificate 3 at **three different venues** so that the dog understands that it must do the Game not only at the training ground but at these other distracting locations as well. A Recall Platinum Certificate will be awarded for each successful session of **five out of five** correct Recall runs*, despite the distraction of the new venue and the other dogs running nearby. A four-tier red and yellow rosette and a silver-plated salver trophy will be awarded by Dog-Games when the dog has achieved **all 3 Platinum certificates**.
**In Silver, plastic netting should be used between lanes in the interests of dog safety