



## OBJECTIVES OF THIS NON-COMPETITIVE GAME

The dog learns to retrieve an object (of the dog's/handler's choice) over a distance of approximately 51ft (15.3m) – commands such as “sit”, “down”, “stay”, “wait” etc. are not required in this or any other Dog-Game.

The handler learns that –

- Although some dogs naturally seem able to retrieve articles for their handlers, other dogs do not have this instinctive drive. The website describes a variety of methods of how to teach dogs to overcome their reluctance to retrieve in positive and enjoyable ways.
- Dogs have a “critical distance” (ie a distance at which the dog is reluctant to venture further away from its handler). As the training of Hand progresses and the distance between the object and the handler increases, the dog will suddenly become reluctant to run that far away and further positive and rewarding training will be needed to overcome these fears.
- Any article can be used to retrieve in Hand as long as it is not too noisy and does not distract other dogs that are training nearby (eg squeaky toys are not suitable).

The dog learns –

- To retrieve static rather than moving objects. Many dogs only retrieve articles that they have seen thrown and then want to chased after. It is this strong chase instinct that makes them return the object to the handler in order that it can be thrown and chased after once more. In the Dog-Game Hand, these types of dogs are taught how to enjoy bringing back objects that they have not seen thrown.
- That the object is always placed in exactly the same position each time it runs to get it (ie on a black rubber car mat). As the distance in training is increased the handler moves further from the mat, yet the dog still knows where the mat is as it has not moved.

## STAGES (See the website for full details on how to train each stage, also please refer to the paragraph in the box on either the Recall or Bounce leaflet)

\* 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)

Cert. 1 The dog learns to retrieve an object on the black rubber car mat 25ft (7.5m) from the handler, eventually doing **three out of five attempts correctly** before progressing on to Starters Level Two\*.

Cert. 2 The handler gradually moves further back from the object on the mat until they are 51ft (15.3m) from it. The dog must do **three out of five** correct Hand runs to pass this stage\*. A pale green, yellow and white rosette will be awarded by Dog-Games when the dog has achieved Hand Starters Certificates 1 and 2.

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

A Hand Bronze Certificate will be awarded for each successful session of **five out of five** correct Hand 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 Hand in different directions within the environment. A pale green, 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 the other lane)

A Hand Silver Certificate will be awarded for each successful session of **five out of five** correct Hand runs\*, despite the distraction of the other dog(s) running in a netted lane nearby. A pale green, yellow and silver rosette will be awarded by Dog-Games when the dog has achieved **all 3 Silver certificates**.

Cert. 1 Dog does Hand while another dog doing Dog-Games is **released at the same time** in the other lane.

Cert. 2 Dog does Hand while another dog is **returning from its 51ft marker** in a nearby lane.

Cert. 3 Dog does Hand while one or more dogs run in **various directions** doing DOG-GAMES in the other lane.

### GOLD (Learns to do the Game while another dog is playing the Game in the same lane)

A Hand Gold Certificate will be awarded for each successful session of **five out of five** correct Hand runs\*, while another dog plays Hand in the same lane. If possible, a different distraction dog should be used for each certificate. A pale green, yellow and gold rosette will be awarded when the dog has achieved all 3 Gold certificates.

### PLATINUM (Learns to do the Game everywhere)

The dog repeats a Gold Certificate 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 Hand Platinum Certificate will be awarded for each successful session of **five out of five** correct Hand runs\*, despite the distraction of the new venue and the other dogs. A four-tier pale green 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