**Recall Games**

**Chase-me recall games:** These games are designed to make recalling (coming when called) a fun game. Hearing that special recall word means that Fido may get to chase you and play with you! Awesome! This make them WANT to recall back to you.

--**Chase-me recall 1—**set up so you have PLENTY of room behind you to run backwards and start with your dog leashed. Toss a treat away from you, let your pup go out and eat the treat. Once Fido has eaten the treat say their name followed by your recall word—“Fido, COME!” in a very happy and excited voice. Then immediately run backwards pretty quickly for at least 5 or 6 steps. When your dog catches up to you, BE EXCITED!!! Give them AT LEAST 10 seconds of praise, play, and treats—whatever your dog loves most in life use that. You m ay feel silly but your dog will feel great.

The next step with this is to start recalling your dog and running backwards when your dog is distracted on his/her own while on leash(so don’t toss out a treat, wait for him/her to be sniffing/looking away from you)—you can start practicing recalling away from distractions. So you are only recalling about the length of your leash to start.

--**Chase-me recall 2—**You will set up loose leash walking with your dog. At some point along your ‘walk’, you will say “Fido, COME!” and then run in the other direction (do not completely turn your back on your dog, run sideways and keep them in your periphery so you don’t get tackled unexpectedly)—make sure you let the leash out so they are not just YOINKED when you suddenly change direction. When your pup catches up spend at least 10 seconds rewarding Fido like crazy with lots of praise, play, and treats.

**--Chase-me recall 3**—You will need two people to play this game… and use a long line if you are working in an open place or a place with distractions. Person 1 is the Holder and Person 2 is the runner to start. Person 1 will restrain the dog by holding onto a harness or collar or the body of the dog. Person 2 will hold onto the end of the long line just for security. Person 2 will go up to Fido and show him that they have YUMMY food. They will then move about 6 ft away from Fido and get into a “ready to run” pose (stand sideways to the dog with feet slightly more than shoulder width apart and bend your knees “ready position” in tennis/baseball/etc), get your dog excited by saying happy none-sensical things “Ya’ ready, ya’ ready, wanna go , is you reeeaaaaddyyy!”. When the pup is INTERESTED or straining to get to person 2, he/she will say “COME!” and start running away from the dog (keep eye contact with dog so you will be running sideways). When Fido catches up spend AT LEAST 10 seconds throwing a party with lots of praise, play, and treats. Do not run so fast that you get too far from Fido that he gives up… if Fido gets distracted or doesn’t follow, you have the long line to help guide them to you.

**“Touch” recall games—**these use your dog’s understanding of the “touch” or hand target cue. This game is for 2 or more people to play with the dog. Start with the people playing pretty close to one another (try 6ft and make it less if needed). Person 1 gets the dogs attention and says “Fido, Touch!” while presenting their hand and rewards like crazy if Fido touches. Then person 2 standing 6ft away says “Fido, Touch!” while presenting a hand. Repeat with additional handlers 3 calls dog from 2, 4 calls from 3, etc. The dog is then called back and forth between all people playing the game (it does not have to be in order). As your dog “gets” the game, you can expand the distance between the people (start with just a foot or two at a time but there is no limit, you can eventually end up all over the house or area). When the pup understands the game you will transition from “Fido, touch” to “Fido, Come!”—make the area smaller so Fido can see everyone at once and you will say “Fido, Come!” and present the hand for the dog to touch—when he touches spend 5-10 seconds throwing a party. If the change to the recall word is too drastic, you can make a mid point “Fido, Come, touch!” to get success.

**Cheese Ball Recalls—**this is a recall game that uses cheez puff balls but any large soft treat that is easy to see on the given ground surface where you are working (white string cheese on pavement is great, cheez puffs/popcorn/sweet potato jerky are good on grass because they are big enough and light enough in weight to stay on the surface). You will toss a treat away from you and let your dog get it, once they have it you will say “Fido, Come!” as soon as Fido starts coming back, you will mark the behavior (“yes!”/”good”) toss a treat either between your legs (so fido goes through them) or right behind you so Fido has to cross right in front of you. When Fido has THAT treat you call him, “Fido, COME!” and as soon as he’s coming back mark the behavior (yess/good!) and toss another treat between your legs or behind you so Fido has to go between your legs or cross right in front of you for the treat. Fido will be running back and forth with you recalling him.

**“Come Find me!” recalls—**these are like playing hide and seek with your dog. When they have a generally good response to their recall word, you will start with two handlers handler 1 holds the dog and handler 2 ‘hides’. Start simple—handler 1 has no treats and just hangs on to the dog’s leash and handler two will tease the dog with some treats and then “hides” start simple, around a corner a few feet away, behind a couch a few feet away etc. Handler two can either say “Come find me!” in a sing-song voice or the recall word—I tend to prefer “come find me” in a sing song voice since the dogs will eventually have to work a little harder to find the handler and I don’t want it interfering with teaching a FAST recall. But it’s your choice which you’d like to use, we want your pup learning to keep an eye on you—once Fido is good with this game inside it allows you to ‘hide’ outside and this idea that a handler can disappear helps teach the dog to keep an eye on you which keeps them closer to you and also helps them keep an ear out for you to call.