



# Bring Me

This is a game we will "shape." Luring is one way to train a dog a skill, and shaping is another. In shaping, we let the dog offer behaviors and reward those that approximate the desired behavior.

For Bring Me, we start with an object that is not of particular value for the dog. It can be anything: a poop bag holder, a toy ring, anything easy to pick up.

- Present the object. Mark and reward any interaction at all with the object. You can mark and reward this first behavior a few times, but increase your expectation beyond that.
- Since you want the dog to pick up the object eventually, reward approximations in that direction. For example, touch the object with foot or mouth --> touch with mouth --> touch with open mouth --> bite it --> pick it up. These are all things the dog is OFFERING (they aren't cued).
- Let the dog try to figure out how to get the reward.
- When the dog first picks up the object, they will probably drop it pretty quickly. Have your hand under the object to catch it. That is your first "Bring Me."

Play this game in the same spot with different objects. Then play it with the same object in different places in your house.

**Level Up:** When the dog is picking up and delivering objects reliably, you can have them put away their toys by, at first, putting your hand over the box to receive the toy. Eventually, just indicate that you would like the dog to drop the toy in the box.