Disengagement Pattern

1. Place an object out in front of your working space, this can be food, toy, novel object, person, animal, interesting environmental attraction, etc.
2. With your dog close to you, toss a treat ½ way to the distractor for your dog to go out and eat.
3. Mark "Yes" when your dog turns their head back in your direction. Turn away from your dog as they come to you so that you reward them at your side facing the opposite direction. Touch the treat to your hip before delivery to their mouth.
4. Dog should return to you for a good payout. Higher value, greater quantity reward than what was tossed away.
5. Take a step forward and reward. Repeat for a few steps.
6. Repeat and gradually toss treat closer to the distractor.
7. Stay successful. If dog interacts with the distractor go back to tossing the treat farther away from it.
8. Once your dog is fluent in the pattern, switch your marker "yes" to their name.

This game builds disengagement from distractions and desired things and a recall back to you.