

## **PLACE**

The following information has been adapted from Dr. Brenda Griffin's [Playing Games with Shelter Dogs](#)

“Place” is a type of “target game” – In this case, the dog’s target is his “place” (a bed, a mat, a platform – whatever you would like for it to be). As you play this game, the dog will become very confident that whatever you have designated as “his place” is a really great place for him to be!

If your dog is not comfortable with the mat or platform that you have chosen for his place, allow him to become familiar with it first – encourage him to sniff it, walk over it, or eat a few treats off of it – before you begin the game.

**The game is to make him *choose* to go there – and when he does, he earns a reward!**

### **What to do:**

- 1) Begin no more than a foot away from the “place”. Try to refrain from luring the dog to the place. The plan is to “get him to do it himself” and then reward him for it.
- 2) The dog needs to know you have treats (and needs to be motivated by the fact that you do). The dog’s task is to figure out how to earn the treats. Stare at the place – use your body language if you need to help him (lean towards the place) but try to refrain from luring him with your hand or leash.
- 3) Click (or use a “reward” word) and immediately give him a treat for each contact with his place.
- 4) You can feed the treats by hand, or toss them as a reward (see GET IT GET IT food toss GAME)
- 5) Each time he comes back to his PLACE, you toss him another treat
- 6) After the dog readily goes to his place when you stand next to it, then it is time to add the command “Place”.
- 7) Work from a little farther distance away – stand back from the place a couple of feet and stare at it – stay at this distance until the dog goes to his “place” all by himself.
- 9) The moment the dog sets foot on it, toss him a treat—or maybe several!
- 10) Gradually increase the distance you are from the place in small increments.