



The Command “Drop it”

Define it:

“DROP IT” is very different than “LEAVE IT”: LEAVE IT is for the objects your dog is trying to go for but can NEVER have, where as “DROP IT” is once the dog has an item in his mouth. Be sure to not confuse the two!

Why is it so difficult?

Think about: your dog steals a slipper, you come running over and yell at him. He now knows that if he drops it, all you’re going to do is take that fun thing (the slipper) away! Plus, you did give him attention by running along with him, so maybe you were playing!?

Either way, you taking the slipper away is not fun, however you chasing is! In this scenario, there are lots of messages going back and forth with your behavior and often lots of bad behavior being reinforced too.

Chasing a dog or not allowing play never works. Of course, if the only time you pay attention to your dog is when he is doing something wrong, he will make the best out of it, guaranteed.

It is time to change the game.

Teach it:

DROP IT is a great compliment to FETCH, TUG OF WAR and any game that involves playing with your dog.

When the dog comes back with a toy simply put a smelly treat right up to his nose, the second he drops it, put the treat in his mouth as say, “DROP IT”(or pick a word you like “RELEASE,” “OUT,” “SHARE” or “GIVE”)

Pick the toy up and throw it again...repeat the steps when the dog comes back. This way the dog is receiving two rewards: one being the food you gave him, and two being the throwing of his toy and the resumption of play! Soon your dog will learn that dropping things are fun!

What if it's not a toy item he has? Instead of chasing your dog: go get a food reward, and one of his toys. Simply follow the same steps by rewarding him with food, but this time instead of giving it back, substitute the item with his own toy! Change the game and play and enjoy.