

# CHAIR GAME

Pattern game from Control Unleashed™  
by Leslie McDevitt



## TO START

Place a treat on the chair while your dog is watching.



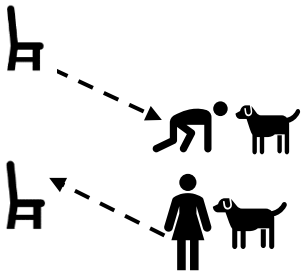
Allow your dog to eat the treat and wait for them to look up.



When your dog looks up, mark and place another treat on the chair.

## ADD MOVEMENT

Once your dog begins to understand they can cue you to place another treat on the chair

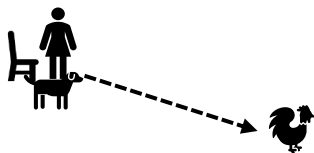


This time instead of placing the treat on the chair, lead the dog away from the chair and place the treat on the ground.

Wait for your dog to orient to you, then lead them back to the chair and place treat on it.

Continue the pattern of moving to and from the chair as long as the dog remains engaged.

## ADD A DISTRACTION



Dog notices distraction. When the dog orients to you, mark and lead them to (or away from) the chair to place the treat.

*"Patterns games are a repetitive, predictable framework of cues and behaviors that helps the learner process the environment by weaving the unexpected into the safety net of the expected."*

-Leslie McDevitt



Leslie McDevitt's Control Unleashed Program is outlined in her books and DVDs, available at [www.cleanrun.com](http://www.cleanrun.com). You can also check out Leslie McDevitt's Control Unleashed YouTube channel or join the Friends of Control Unleashed group on Facebook.

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