

NO FAIL COMING WHEN CALLED (RECALL)

Your guide to getting your dog to come to you when called even around distractions



ORDER OF EVENTS

1	Cue	Novel word or sound, not a word that your dog hears at other times. So, no using their name. Think of a unique word/sound that you will use only when you want your dog to come to you.
2	Prompt	Happy talk, clap, back away, bend over, do whatever amount of extra encouragement you need to in order to get the dog to come to you. Do not use any leash jerking or pressure. Encourage with funny sounds, high pitched happy talk and the like. No physical coercion.
3	Dog Comes	Dog comes to you. Have a party! Happy talking, lots of praise, while you're getting out your food for the next step.
4	Jackpot Reward	Reward with one special, very high value food, something that is never given at other times. Feed 1-2 pieces for 20-30 seconds every time .

Why do recalls often fail over time?

Because owners stop rewarding it. If we want behavior to continue, especially in high distraction environments, we need to reinforce it so it stays strong and well-practiced.

Recall is one of the few skills we can train a dog to do that is potentially life saving.

Every time you jackpot reward your dog for coming when you call them, think of that as a deposit into your recall bank account. Every time you call them and they come and don't get a jackpot payout, that's a withdrawal. For recall to be reliable, we need to ensure we have way more deposits than withdrawals.

ALWAYS pay your dog with high value food for recalls.

NO FAIL COMING WHEN CALLED PLAN (RECALL)

Do each step 10 times, not consecutively, spread out over several days,
always when your dog is not expecting it



STEP	LEASH	PROMPT	DISTANCE	LOCATION	DISTRACTIONS
1	Off leash	Prompt as needed after cue	10 feet	Inside home (or in fenced in yard)	None
2	Off leash	Prompt as needed after cue	Maximum	Inside home (or in fenced in yard)	None
3	Off leash	Cue only	Varied	Inside home (or in fenced in yard)	None
4	On leash	Prompt as needed after cue	6 feet	On walk	Low as possible (remember, do not leash tug!)
5	Off leash	Cue only	6-10 feet	Off-leash area	Low, no dogs present
6	Off leash	Cue only	Maximum	Off-leash area	Low, no dogs present
7	Off leash	Prompt as needed after cue	3-6 feet	Off-leash area	Dogs present but not actively engaged in play and have been around the dogs for a while

NO FAIL COMING WHEN CALLED PLAN

(continued)



STEP	LEASH	PROMPT	DISTANCE	LOCATION	DISTRACTIONS
8	Off leash	Cue only	10 feet	Off-leash area	Dogs present but not actively engaged in play and have been around the dogs for a while
9	Off leash	Prompt as needed after cue	20+ feet	Off-leash area	Dogs present, engaged in play but having saturated for a long time (almost ready to go home)
10	Off leash	Prompt as needed after cue	20+ feet	Off-leash area	Dogs present, no saturation time
11	Off leash	Cue only	20+ feet	Off-leash area	Dogs present, no saturation time

Adjusting the plan: For most dogs, recalling out of play is the hardest thing, which is why this plan is written with that as the final step. If your dog is more focused on chasing critters and that is the hardest thing for your dog to do, you can swap our critters (like squirrels) as the distraction instead of playing with other dogs. Beginning with step 5, you would ensure there are no critters present (instead of no dogs) and continue to work through the remainder of the plan the same way.

Remember, recall is one of the few skills we can train a dog to do that is potentially life saving.

ALWAYS pay your dog with high value food for recalls.