

Control Unleashed© Game Demonstrations

Leash Exercises, Zoe: Zoe runs away the instant that her leash is unclipped. Leslie introduces leash exercises to Zoe and the Collar Grab game. [13:33](#)

Box Work Exercises, Zulu: Zulu, an intact male Rhodesian Ridgeback, gets distracted by other dogs and also wanders and sniffs when off leash. Leslie does box work and reorienting with him, and also does some mat work while introducing a dog outside the box. [19:22](#)

Leave It, Amelia: Amelia, a Basenji, is a practiced counter surfer and has no self-control around food. She is already familiar with the Doggie Zen game and the Look at That game, both of which Leslie will use during the process of teaching Leave It. [34:03](#)

Leave It, Calix: Calix is a narcotics detection dog that loses his mind over toys. The handler is doing CU work to help Calix with his self-control problems. In this training session, Calix must target his drugs before he's released to a toy. [7:28](#)

Mat Work Basics, Rumor: Mat work can be a tremendous coping tool for dogs that are uncertain in strange places or around new people or other dogs. Once the foundation, demonstrated at the beginning of this clip, is laid, you can start teaching your dog that his mat is a safe place from which to view the world. This is done using the desensitizing and counter-conditioning exercises (including the Look at That Game played on the mat) that give the CU twist to mat training. [6:23](#)

Look At That Game and Reorienting Points, Snap & Easy: Leslie works with her mix, Snap, outside the agility ring at a trial, using the Look At That Game. Then she works with her Border Collie, Easy, practicing reorienting points, mat work, and the Look At That Game in this arousing environment. There is also a segment showing Leslie working on the same skills with Easy at her agility class. [8:46](#)

Give Me a Break, Haley: Hayley loses focus and gets the “zoomies” while doing agility. Leslie uses the Give Me a Break game to increase Haley's focus as well as her drive to do agility with her human partner. Hayley has previously done basic Give Me a Break work. [15:28](#)

Building Mat Drive, Snap: Leslie demonstrates how to use the Give Me a Break game to build the dog's drive for the mat. She also demonstrates reorienting with Snap as she warms him up. [4:40](#)

Give Me a Break & Premack Games, Dugan: Dugan is a certified human remains detection dog. He becomes stressed and distracted during cadaver searches. The goal is to use Premack games (Whiplash Turn, Off-switch game, and the Give Me a Break Game) to build motivation and increase focus while at the same time decreasing stress. [17:23](#)

Off-switch Game, Snap: Snap is easily aroused. Here Leslie uses the Off-switch Game to help teach him to think through his arousal. The situation is set up so that he can practice being high and low over and over again. Snap is rewarded for calming down before resuming activity. [3:52](#)

Parallel Games, Blaze: Blaze is a very high-energy Border Collie that goes over his threshold quickly. Blaze is reactive to fast-moving dogs and can't go close to an agility ring. His owner has done foundation CU work and has had one lesson prior to this with Parallel Games. [29:35](#)

Parallel Games: Advanced, Lucy: Lucy's owner dropped out of agility class because the dog, a terrier, was extremely distracted with other dogs around. Lucy has done all of the foundation CU work and is now ready for advanced-level Parallel Games that include agility obstacles. [8:38](#)

Out 'N Mats Game: This is an intermediate-level Parallel Game using jump standards and Go to Place mats as targets the dog can interact with at a distance from the handler. The dogs simply go around the standards and lie on mats, working in different patterns with dogs at first working parallel and then passing each other. It also includes a demonstration of teaching a dog the out around a standard. [10:12](#)

Dog in Your Face Game, Whisper: Whisper, a Sheltie, is reactive to tugging Border Collies both in agility class and at trials. She has already done all the foundation work necessary before advancing to this step: mat work, Look at That game, and parallel games. [12:00](#)

Car Crash Game, Snap & Savvy: Snap and Savvy demonstrate an advanced-level parallel game. Each dog turns left or right through a maze of jump standards. The dogs are moving past each other in close proximity, gradually building up speed. [5:21](#)

Default Behaviors, Rhys: Rhys has low impulse control and is easily overaroused and frustrated during agility training. If Rhys thinks his handler has made a mistake, he jumps and "screams" at her. So the goal is to teach him a default behavior. [23:44](#)