

## Step1



## Double Retrieves--March 22, 2009

I am still using the training box at this point, but I am stimulating Brea's brain by trying to varying the degrees of difficulty of the retrieves.

## Step2



Utilizing the ball launcher, I throw the first ball up hill towards the camera. I tell Brea to "leave it"

## Step3



Then I turn around and throw a ball away from the camera, making sure she turns her body along with me. I again command Brea to leave the second ball.

## Step4



I then turn my body back in the direction of the first retrieve. I send Brea on her name "Brea."

I use my hand to “direct” Brea which direction I’d like her to go.

### Step5



Brea has spotted the retrieve. If Brea had not seen the retrieve, I would consider making a shorter retrieve. I would call her back to the box, pick up the balls myself and start over.

### Step6



### Step7



On the retrieve.

### Step8



### Step9



I tap the box as I usually do on Brea's return.

### Step10



### Step11

Be sure to touch Brea's head to let her know she's done well and assure her.



### Step12

On completion of the first retrieve, I turn in the direction of the second retrieve. I tell Brea to "mark". What I am looking for is a perking of her ears, basically an acknowledgment of the memory retrieve. When I see this, I send her on "back", as opposed to her name. This command will play great dividends later in life.



Brea is leaving the box for the 2<sup>nd</sup> retrieve. Because I saw her ears perk, I am fairly sure she knows where the ball is.

### Step13



As Brea goes for the retrieve, if I thought she didn't know where the ball was, I would consider throwing a ball over her head to be sure she was rewarded. But, in this case, I think she is already spotted the ball.

### Step14



It might be important to keep in mind that the 2<sup>nd</sup> ball you throw should be a fairly easy retrieve when you begin this drill.

### Step15



Brea has found the retrieve and begins to bring the ball back.

### Step16



### Step17



Tap the box if Brea wanders on the retrieve or looks like she isn't coming straight back.

### Step18



It's time to be sure Brea makes a proper presentation when she returns with the retrieve. So, tell her to "hup" before taking the tennis ball. Be sure to tell her "good job."

### Step19

