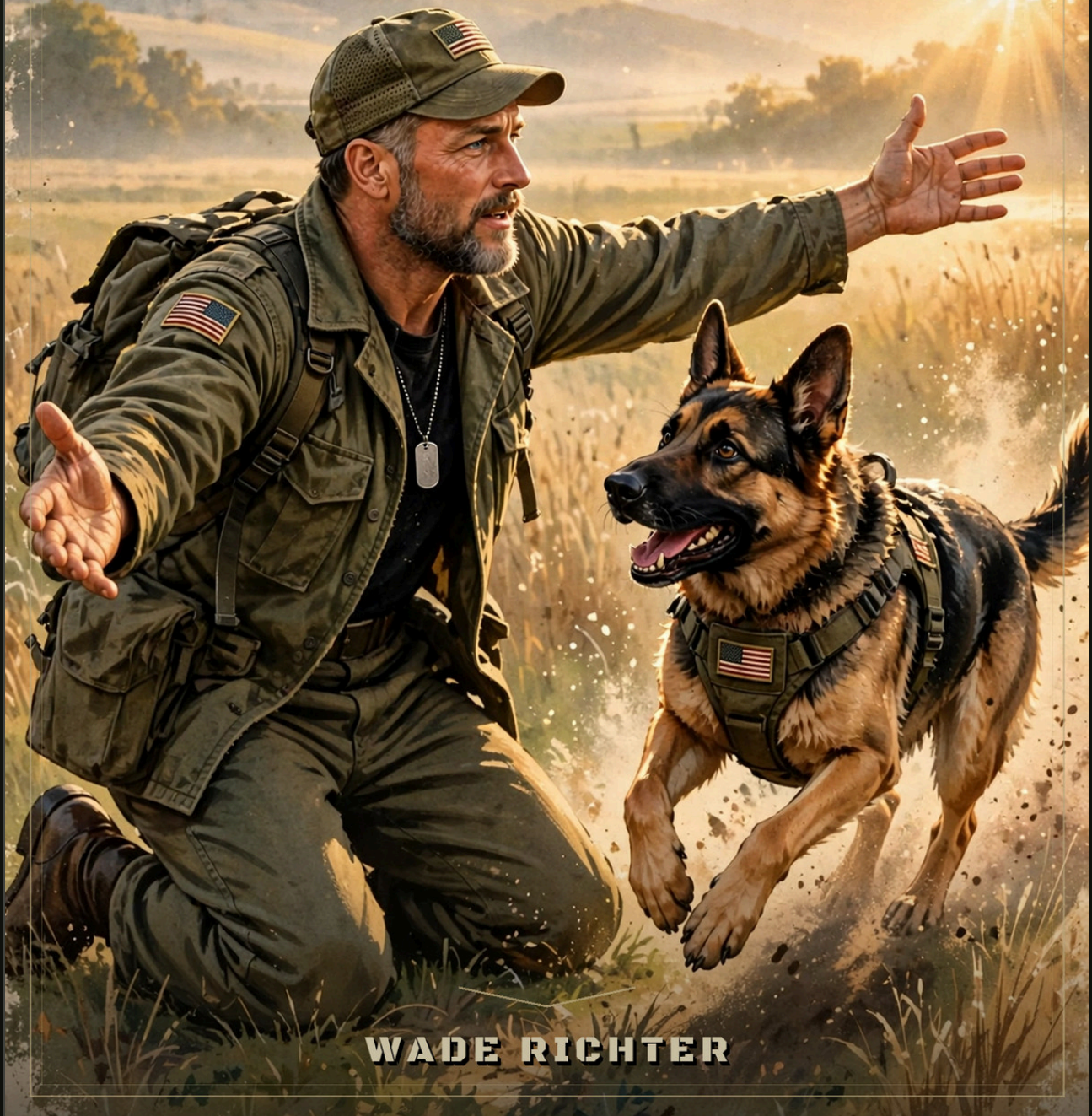


K9 WADE FIELD MANUAL

# COME WHEN IT COUNTS

The recall protocol that brings your dog back  
every single time.



WADE RICHTER

FIELD TESTED

## FIELD MANUAL 02

# COME WHEN IT COUNTS

This is the second manual in the K9 Wade Field Manual series. It covers one command: recall. Come when called. Not eventually. Not when the squirrel leaves. Now.

Of every command a dog will ever learn, recall is the one that decides whether your dog comes home. Sit is manners. Down is control. Recall is life insurance.

I handled military K9s — dogs trained to work under gunfire. These days I pull dogs off the euthanasia list. Surrendered for pulling. Surrendered for jumping. Surrendered because nobody taught them the basics. Recall failures put dogs in shelters and shelters put dogs down. This manual exists so yours never joins that list.

|           |                                                                               |
|-----------|-------------------------------------------------------------------------------|
| MISSION   | Build a recall your dog obeys at full sprint, mid-distraction, first call.    |
| DOCTRINE  | Payment beats punishment. Every rep is a deposit. You are the highest bidder. |
| TIMELINE  | 14-day mission plan included. Most handlers see the turn in week one.         |
| EQUIPMENT | 30-ft long line. High-value treats. That's the whole kit list.                |

### ► Wade's Orders — Read First

Never punish a dog for coming back. Not if he took ten minutes. Not if he rolled in something dead. He came back — he gets paid. Violate this once and your recall is done. We will say it again inside. It matters that much.

K9 WADE FIELD MANUAL series: 01 The Rescue Walk · 02 Come When It Counts · 03 The Bad Day Book · 04 The Fuel Protocol. Train him. Feed him. Keep him.

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# MISSION CONTENTS

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READ IT IN ORDER. DRILL IT IN ORDER. — WADE

## CHAPTER 01

# MISSION BRIEF: RECALL IS LIFE INSURANCE

---

Every dog owner gets one free mistake. The gate left unlatched. The leash clip that fails. The front door opened at the wrong second. After that, there are only two outcomes: your dog comes back, or he doesn't.

That is what this manual is about. Not tricks. Not obedience-sport points. The difference between a dog that comes home and a dog that doesn't.

## THE OPEN GATE

Picture it. You're carrying groceries. The gate doesn't latch. Your dog is gone before the bags hit the counter. Now he's in the street. Cars. Other dogs. A deer across the road.

In that moment, nothing else you ever taught him matters. Not sit. Not shake. Not the three hundred dollars of group classes. One word matters. Come.

And here's the part nobody wants to hear: most dogs will not come in that moment. Not because they're bad dogs. Because nobody ever trained recall for that moment. They trained it in the kitchen, with a cookie, while the dog was already walking toward them. That's not training. That's a coincidence with snacks.

## THE BROKEN LEASH

Leash clips fail. Collars slip. I've seen a sixty-pound dog hit the end of a frayed leash, snap it clean, and be across a parking lot in four seconds. The owner's recall word — the one practiced twice in puppy class — meant nothing. The dog had rehearsed ignoring it for a year.

Recall is the only command that has to work when everything else has already gone wrong. It has to work at distance. At speed. Mid-chase. When the world is more interesting than you have ever been. That's the standard. Anything less is decoration.

## THE MATH OF A LOST DOG

Let me give you the numbers the way I give them to every owner I work with.

|             |                                                                                                                                                         |
|-------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| SECONDS     | A dog at full sprint covers 30 feet per second. Your "come" has about two seconds to beat the squirrel.                                                 |
| DISTANCE    | Past 50 feet, your voice, your body language, your treats — all of it fades. Training has to bridge that gap.                                           |
| DISTRACTION | A deer is worth more to your dog than any biscuit you've ever bought. You don't beat the deer with a better biscuit. You beat it with a better history. |

That last line is the whole manual in one sentence. You don't beat the deer with a better biscuit. You beat it with a better history. Hundreds of reps where coming to you paid more than everything else. That's the mission.

## ► Debrief — Why This Command First

In the military, we had a saying: train for the worst day, not the average day. Nobody needs recall on an average day. The leash holds, the gate latches, the dog stays close.

You need recall on the worst day. The day the hardware fails and the environment wins. Every rep in this manual is a deposit against that day. Train like the gate is already open.

A dog that doesn't come back is a dog running out of luck. Luck is not a training plan. Let's build the real thing.

### CHAPTER 02

# WHY DOGS DON'T COME

---

Your dog is not stubborn. Your dog is not defiant. Your dog is an economist, and right now, coming to you is a bad deal.

Read that again. Dogs do what pays. Every behavior your dog repeats is a behavior that got paid — in food, in fun, in freedom, in relief. If your dog doesn't come when called, it's because the math doesn't work. Coming back pays less than staying out there. That's it. That's the whole problem.

## REASON ONE: "COME" MEANS THE FUN ENDS

This is the big one. The number-one recall killer in American households. Watch a typical owner at the dog park:

The dog is running, playing, living his best life. The owner calls him. The dog comes — good dog! — and the owner clips the leash on and marches him to the car. Fun over. Party's done. Thanks for playing.

The dog's brain files that away: "come" = the fun ends. After a dozen reps, the dog has learned the lesson perfectly. And the lesson is: don't come.

You didn't mean to teach that. You taught it anyway. Dogs don't grade on intent. They grade on outcomes.

## ► Wade's Orders

From this day forward: most recalls end with the dog being released back to the fun. Call him, pay him, send him back to play. Do that twenty times and watch what happens to your recall. The word stops meaning "party's over" and starts meaning "paycheck, then back to the party." That's the deal you want.

## REASON TWO: THE POISONED CUE

Say the word "come" out loud right now. How does it sound? If you're like most owners, it sounds like this: "Come. Come! COME. COME HERE RIGHT NOW."

Every time you repeated it, raised your voice, chased the dog while shouting it — you poured a little poison into the word. The dog learned that "come" is the sound humans make when they're frustrated. It's background noise. Worse, it's a predictor of an unpleasant interaction: the chase, the grab at the collar, the scolding.

A poisoned cue is a burned bridge. You don't repair it. You build a new one. (That's Chapter 5.)

## REASON THREE: YOU CALLED WHEN YOU COULDN'T COLLECT

Every time you say "come" and the dog ignores you and nothing happens — you just taught him that "come" is optional. Optional commands don't exist in an emergency. The gate is open, you shout "come," and the dog's history says: that word is a suggestion.

This is why the long line exists (Chapter 4). In training, you never call unless you can enforce or reward. Every rep either pays or gets guided. No free ignores. Ever.

## REASON FOUR: THE PAY IS WRONG

A dry biscuit against a squirrel is not a contest. It's a joke. If you're going to outbid the entire world — and that's the job — you need currency the dog actually values: real meat, cheese, the good stuff. The paycheck has to match the job.

### ► FIELD INTEL — THE PREMACK PRINCIPLE (1959) & KAREN PRYOR'S "POISONED CUES"

**1. The Premack Principle (Dr. David Premack, 1959, *Psychological Review*):** A high-probability behavior (running, sniffing, playing) will reinforce a lower-probability behavior (leaving the fun to come back to you) — provided you release the dog back to play afterward. That is why 9 out of 10 recalls end with "Go play!"

**2. Poisoned Cues (Karen Pryor, 2002):** As clicker-training pioneer Karen Pryor demonstrated, when a cue word is repeatedly paired with frustration, scolding, or the loss of freedom, the word becomes emotionally "poisoned" and triggers hesitation. Retire it and build a clean Emergency Word (Ch. 5).

## ► Debrief — The Four Leaks

Fun ends when called. Cue poisoned by repetition and frustration. Calls issued with no enforcement. Pay too cheap for the distraction. Fix those four leaks and most "stubborn" dogs transform in two weeks — because they were never stubborn. The deal was just bad.

### CHAPTER 03

# CHARGE THE MARKER: BUILD THE WORD FIRST

---

Before your dog ever has to come from across a field, the word has to mean something. Right now, to most dogs, "come" means nothing — or worse, it means trouble. We fix that indoors, where it's boring, with fifty reps that have nothing to do with obedience.

This phase is called charging the marker. Think of it like loading a weapon. You don't load it during the firefight. You load it before, carefully, one round at a time. Every rep below is a round in the magazine.

## THE NAME = PAYCHECK PROTOCOL

Forget "come" for now. We're starting with something simpler: the dog's name. The name should mean one thing — orient to me, good things happen. Not "you're in trouble." Not background noise. A paycheck bell.

**1**

**Wait for a glance.** Sit in a boring room with treats. Say nothing. The moment the dog glances at you on his own — mark it ("yes!") and deliver a treat. Ten reps.

**2**

**Add the name.** Say the dog's name once, in a bright tone. When he looks — mark and pay. If he doesn't look, make a kissy noise or tap the floor to help him succeed. Never repeat the name twice in a row. Ten reps.

**3**

**Pay from your hand, then toss.** First ten reps: treat from your hand at your side. Next ten: toss the treat a few feet away so the dog has to come back to you for the next one. He's learning the loop: name → orient → get paid → reset.

**4**

**Add tiny distance.** Take two steps back before saying the name. Then four. Then across the room. The dog is now traveling to collect. That's recall in miniature. Twenty reps.

Fifty reps. Indoors. Low distraction. That is the entry fee. Most owners skip this and wonder why the park doesn't work. The park is final-exam material and they never did the homework.

### ► **Wade's Orders — Charging Rules**

One word, one rep. Say the name once. If he doesn't respond, help him — don't repeat yourself into background noise.

Pay every single time. This is not the phase for variable rewards. Every correct rep gets paid. You're building a belief, and beliefs are built on consistency.

Short sessions. Five minutes, two or three times a day. End while the dog still wants more. A dog that ends hungry for the game comes back tomorrow sharper.

End on a win. Last rep is always easy and always paid. Always.

## **THE MARKER WORD**

You'll notice I keep saying "mark it." The marker — "yes!" — is a camera shutter. It takes a snapshot of the exact moment the dog did the right thing, and it promises payment is coming. Charge it the same way: say "yes," deliver a treat. Twenty reps. Now "yes" means that — what you just did — that's the thing that pays.

With a charged marker and a charged name, you own the two tools every later chapter runs on. The word summons. The marker pays. Simple. Lethal. Effective.

### **⚠ Warning**

Do not take an uncharged word outside. Calling an unproofed recall in the real world — where the dog will ignore it — is how cues get poisoned. Indoors first. Fifty reps. Then the yard. The ladder in Chapter 6 is law.

# THE LONG-LINE METHOD, STEP BY STEP

The long line is the most important piece of recall equipment ever invented, and most owners have never used one correctly. It's a 30-foot leash. That's it. No electronics. No magic. Just thirty feet of insurance between your dog's worst impulse and the road.

Here's what the long line does: it makes every recall enforceable without punishment. You can call once, and if the dog blows you off, you can guide him in — calmly, without anger, without a chase. No free ignores. The dog learns, rep after rep, that the word is not a suggestion.

## LONG-LINE RECALL

### PROPER SETUP & TECHNIQUE

FIELD TRAINING • DOCTRINE • HANDLER & CANINE • 30-FT LEAD

#### 1. SETUP • HANDLER POSITION



30-FT TRAINING LINE  
LOOSE COIL /  
NO TENSION

**HANDLER:** Remain stationary. Hold 30-ft line loosely coiled in hand. No tension. Stay calm, neutral posture.

#### 2. DOG AT DISTANCE • FIELD



DOG: ~30ft away •  
Focused on handler •  
Waiting for recall

≈30 FT / ≈9 M DISTANCE

#### 3. RECALL PROCEDURE

- 1

**CALL ONCE**

Use clear, single verbal cue: "COME! / RECALL!"

- Call once only. Wait. Do not repeat or shout.
- 2

**GUIDE GENTLY**

Use line as soft guide. Light guidance to encourage forward motion. Encourage dog to move toward you naturally.
- 3

**REWARD & RELEASE**

When dog reaches you, praise immediately. Reward with treat/praise. Clip line, reset.

#### DO ✓

- Keep line loose, slack between you & dog
- Remain stationary, let dog choose to return
- Reward promptly upon arrival

#### DON'T ✗

- DO NOT reel the line like a fishing rod
- DO NOT pull/yank the dog inward continuously
- DO NOT become the anchor — dog must self-recall

**KEY PRINCIPLE:** The long-line is a safety GUIDE, not a retrieval winch. Handler calls once, guides lightly, dog returns VOLUNTARILY. This builds reliable recall without pressure.

NOTE: 30-FT LINE = SAFETY + FREEDOM

FIG. 4-A — LONG-LINE SETUP: CALL ONCE, GUIDE GENTLY, NEVER REEL IN

## KIT LIST

|            |                                                                                                                                          |
|------------|------------------------------------------------------------------------------------------------------------------------------------------|
| LINE       | 30 feet, flat biothane or climbing-rope style. Light enough not to drag the dog, strong enough to hold him. No retractable leash — ever. |
| ATTACHMENT | Back-clip harness or flat collar. Never tie a long line to a choke, prong, or slip collar.                                               |
| PAY        | Pea-sized high-value treats in a pouch on your hip. Plus your voice — party-level praise.                                                |
| GROUND     | Start in the yard or a quiet field. Gloves if your dog hits the end hard.                                                                |

## THE PROTOCOL

1

**Set the stage.** Clip the line on. Let it drag or hold it loosely coiled — no tension. Let the dog wander and sniff for a minute. You're boring right now. That's fine.

2

**Call once.** One bright, happy recall cue. One. Then wait two seconds. Give the dog a chance to choose correctly — choosing correctly is the whole game.

3

**Guide, don't reel.** If he doesn't turn toward you, apply gentle, steady guidance on the line — think steering, not hauling. Walk backward a few steps to invite him. Never drag the dog to you like a fish. The arrival has to feel like his idea.

4

**Jackpot every success.** The moment he commits to coming — not when he arrives, when he turns toward you — mark it ("yes!"). When he reaches you: a handful of treats, praise like he just won something. Five treats, not one. Make it an event.

5

**Release back out.** "Go play." Send him back to what he was doing. Remember Chapter 2: recall must not mean the fun ends. Nine recalls out of ten end with freedom.

6

**Five reps, then done.** Short sessions. End on a win. Put the line away while the dog still wants more.

## ► Wade's Orders — Long-Line Law

Call once. Twice is begging. Three times is background noise.

Never chase. If you chase, you teach the dog that running from you starts a fun game. Be the thing worth running to.

Never reel. Reeling teaches the dog that coming to you involves being hauled. Guide lightly or walk backward — let the dog's feet do the work.

Pay like you mean it. Early reps get jackpots. You're outbidding the world; act like it.

### ⚠ Warning — Line Safety

Never wrap the line around your hand — a lunging dog can break fingers. Hold it in loose coils or let it drag (in safe, enclosed areas). Never tie a long line to anything aversive, and never leave a dog unsupervised on a line. The line is a training tool, not a tether.

## HOW YOU'LL KNOW IT'S WORKING

Week one on the line: the dog starts turning toward you before you guide. Week two: he's beating the guidance — turning on the word alone. That's the moment the line becomes a formality. Keep it on anyway. The line stays until Chapter 10's checklist says otherwise.

## LINE HANDLING: THE HANDLER'S HANDS

The line is only as good as the hands holding it. Bad line handling turns a safety tool into a tangled mess — or worse, an injury. Here's the handler mechanics they don't teach in puppy class.

Coil, don't wrap. Hold the line in loose coils in one hand — like a lasso you're not throwing. Never wrap it around your hand, wrist, or waist. A forty-kilo dog hitting the end of a wrapped line will break fingers or drag you. Coils slide free if things go wrong. Wraps don't.

Feed and gather. As the dog moves away, let line slide through your loose grip — feed it. As he returns, gather it in hand over hand. You're managing slack, not holding tension. A tight line between you and the dog is information the dog doesn't need; keep it loose until you need it.

The foot brake. If the dog bolts toward real danger — road, cliff edge, aggressive dog — do not grab for the line with your hands. Step on it. Plant your foot on the line and let your body

weight do the stopping. Hands grab; feet brake. Drill this once in the yard so it's automatic: line on the ground, dog moving, step, stop.

Tangles happen. The dog will wrap himself around a tree, a bench, your legs. Don't yank him free — that teaches him the line is a trap. Walk to him calmly, untangle, reset. Boring beats dramatic every time.

The progression. Start with the line dragging (safe enclosed areas only) — maximum freedom, still steppable. Then line held in hand. Then, late in training, a short tab (a one-foot handle on the collar) for close work. Each step removes safety net only after the dog proves he doesn't need it.

### ► **Wade's Orders — Hands**

Coils, never wraps. Feet brake, hands guide. If you have to think about your hands during a recall rep, you're handling the equipment instead of training the dog — practice the mechanics solo until they're boring.

## CHAPTER 05

# THE EMERGENCY RECALL WORD

---

Your everyday recall word — "come" — has history. Maybe good history, maybe poisoned history (Chapter 2). Either way, you need a second word. A word with zero baggage. A word the dog has never heard you shout in frustration, never heard at the dog park, never heard mean "fun's over."

This is the emergency recall: the word you deploy when it actually matters. The gate is open. The deer is running. This word has one job — break through everything and bring the dog home.



FIG. 5-A — THE JACKPOT: A HANDFUL OF THE BEST FOOD, PARTY-LEVEL PRAISE, EVERY TIME

## PICK THE WORD

Rules for the word: it must be new (the dog has never heard it poisoned), short, sharp, and impossible to confuse with daily chatter. Good options: "NOW!" "TO ME!" "PRONTO!" "HERE!" Pick one. That word is now ordnance — handled with respect.

## CHARGE IT WITH JACKPOTS ONLY

The emergency word gets charged differently from everything else. Every single rep pays a jackpot: a handful of the highest-value food you own — real chicken, cheese, steak bits — plus praise like your team just won the championship. Not one treat. A handful. Rained from the sky.

**1**

**Indoors, dog nearby.** Say the word once, bright and urgent. The instant the dog orients — JACKPOT. Handful of the good stuff. Party. Ten reps.

**2**

**Indoors, more distance.** Across the room, around a corner. Word → dog comes → jackpot. Ten reps.

**3**

**Yard, low distraction.** Same drill, bigger space, long line on for safety. Jackpot every time. Ten reps.

**4**

**Stop.** The word is now loaded. Do not drill it daily like a trick. An emergency word drilled casually becomes a casual word.

### ► **Wade's Orders — Emergency Word Doctrine**

Use it rarely. This is not your daily recall. Deploy it only when it matters — real emergencies and rare proofing reps.

Mean it always. When the word comes out, everything stops and the dog gets the jackpot of his life. No exceptions. No "good boy" and a pat. A handful.

Never poison it. Never use it in anger. Never use it to end fun. Never repeat it three times while chasing the dog. One violation can burn months of charging.

Recharge monthly. One jackpot rep a month keeps the word loaded. Cheap insurance.

### ► **Debrief — Why Two Words**

In K9 work, we had operational commands and emergency commands, and they lived in different mental boxes. The daily word handles daily life. The emergency word is a fire alarm — it only ever meant one thing: drop everything, sprint home, get paid like a king. Dogs understand categories. Give the emergency its own category and it stays sharp for years.

## **PROOFING THE WORD: STAGED SCENARIOS**

You don't wait for a real emergency to find out if the word works. You stage emergencies — controlled, safe, on the long line — and test the word against the real world before the real world tests you.

Scenario 1: the food scatter. Have a helper toss a handful of kibble on the ground twenty feet away. Let the dog notice it and start moving toward it. Deploy the emergency word. Line on. If he turns — jackpot that dwarfs the kibble. He just learned your word outbids free food on the ground.

Scenario 2: the play interrupt. Dog playing with a known friendly dog in an enclosed area. Mid-play, deploy the word. This is a hard test — play is high-value currency. Jackpot accordingly. If he can't do it yet, you're not failing; you're collecting information. Drop back and rebuild.

Scenario 3: the distance bomb. Dog sixty-plus feet away, investigating something fascinating. Deploy the word once. This tests the two things that kill real recalls: distance and competing interest, together.

### ► **Wade's Orders — Staging Rules**

Line on. Always. Staged does not mean safe-by-luck. The line is your seatbelt during every test.

Two staged reps per week, max. More than that and the "emergency" becomes routine — which is exactly what we're avoiding.

A failed test is data, not disobedience. Log what beat the word (distance? which distraction?), drop one rung, and rebuild. The scenario did its job: it showed you the hole before the real world found it.

## CHAPTER 06

# THE DISTRACTION- PROOFING LADDER

---

Training fails in one predictable way: the handler climbs too fast. The dog is brilliant in the kitchen, so the owner tries the dog park — and the dog acts like he's never heard the word in his life. He hasn't. Not there. Dogs don't generalize. A recall in the kitchen is a different behavior from a recall in the park, as far as the dog's brain is concerned.

So we climb a ladder. One rung at a time. Each rung is a new environment, and you don't move up until the current rung is solid.

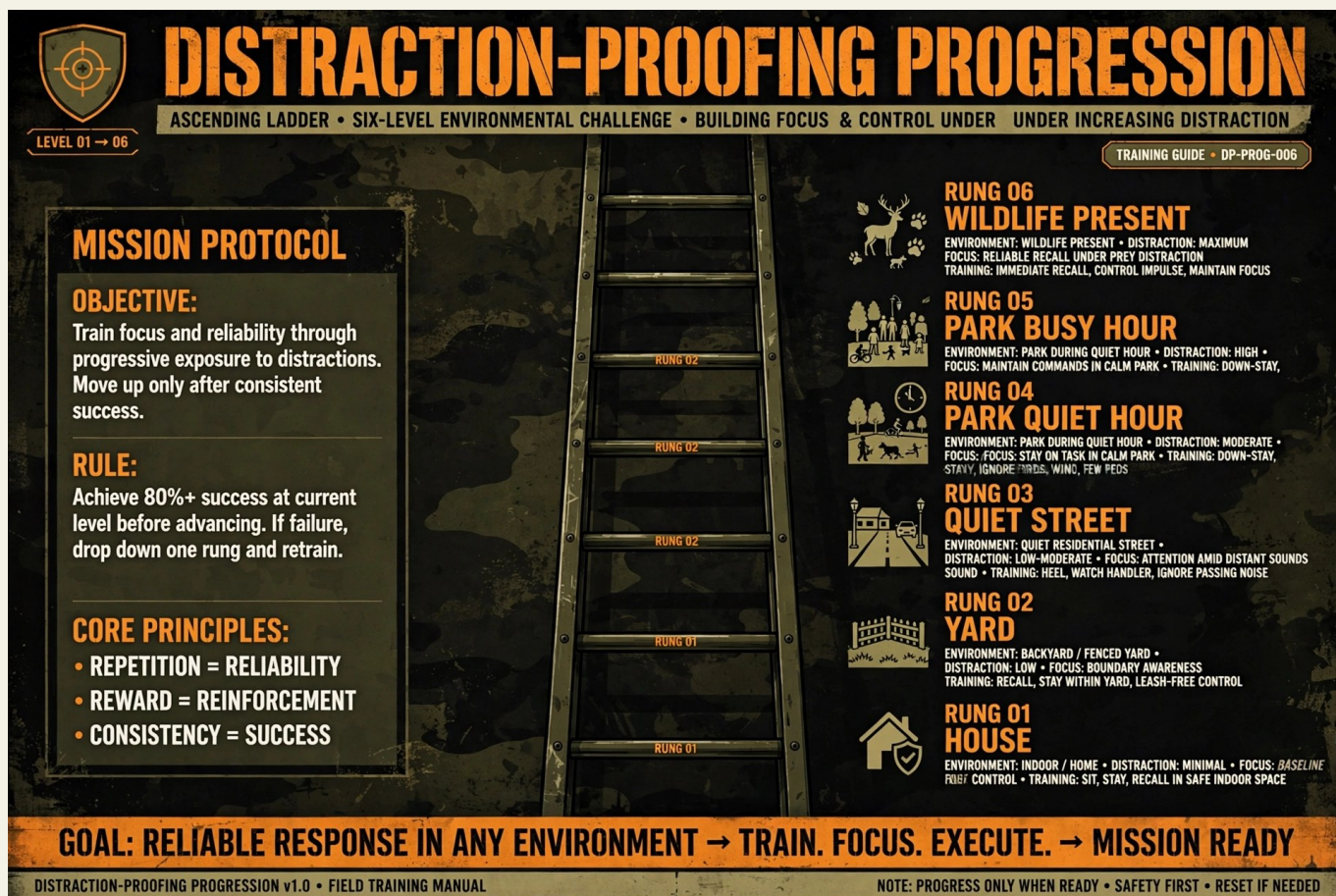


FIG. 6-A — THE LADDER: SIX RUNGS FROM HOUSE TO WILDLIFE

### ► FIELD INTEL — KAREN PRYOR'S BRIDGING MARKER & CONTEXT-SPECIFIC PROOFING

Why do we charge the marker word ("Yes!") indoors first (Ch. 3) and then climb a 6-rung environmental ladder?

In her landmark manual *Don't Shoot the Dog!* (1984/1999), behavioral biologist **Karen Pryor** showed how a conditioned **bridging stimulus** solves the problem of distance: you cannot hand a treat to a dog fifty feet away at the exact instant he chooses to turn toward you. Marking the exact moment of the turn with "Yes!" bridges the time gap until he reaches your hand for the jackpot.

Furthermore, canine learning is strictly **context-specific**: to a dog's brain, a recall cue in a quiet living room (Rung 1) is a completely different skill from a recall cue with wildlife in play (Rung 6). Proofing one rung at a time — while raising the paycheck at each new rung — is how a kitchen habit becomes a field reflex.

## THE LADDER

| RUNG | ENVIRONMENT                                       | STANDARD TO ADVANCE                                                        |
|------|---------------------------------------------------|----------------------------------------------------------------------------|
| 1    | House. Boring rooms, no distractions.             | 9/10 first-call recalls, 3 sessions running.                               |
| 2    | Yard. Familiar outdoor, mild smells.              | 9/10 on the long line, 3 sessions running.                                 |
| 3    | Quiet street. New ground, low traffic.            | 9/10 on the long line, 3 sessions running.                                 |
| 4    | Park, quiet hour. Open space, few dogs.           | 9/10 on the long line, 3 sessions running.                                 |
| 5    | Park, busy hour. Dogs, people, balls, chaos.      | 9/10 on the long line, 5 sessions running.                                 |
| 6    | Wildlife present. Squirrels, deer, birds in play. | 9/10 on the long line, 5 sessions running.<br>Emergency word proofed here. |

## THE RULES OF THE LADDER

### ► Wade's Orders — Ladder Law

Never call when you can't enforce or reward. Off the line at rung 5 with no treats in your pocket? Don't call. Manage instead — go get him. Every unanswered recall is a deposit in the wrong account.

Fail twice, drop back one. Two failed sessions at a rung means you climbed too fast. No shame. Drop back one rung, rebuild to 9/10, climb again. Training is layers, not leaps. New rung, new paycheck bump. First sessions at a harder rung get jackpot pay. You're asking for harder work — raise the wage.

One variable at a time. New place OR new distraction OR more distance. Never two at once.

## ► Debrief — Why the Ladder Works

Each rung teaches the dog the same lesson in a harder classroom: the word works here too, and it still pays. By rung 6, "come" isn't a kitchen trick anymore — it's a law of nature that holds everywhere. That's what proofing means. Not hoping. Knowing, because you've tested every rung.

Most owners live permanently at rung 1 and complain about rung 6. Don't be most owners. Climb.

### CHAPTER 07

## WADE'S ORDERS: THE NON- NEGOTIABLES

---

Everything in this manual runs on a handful of standing orders. These aren't suggestions. They're the load-bearing walls. Violate them and the whole structure comes down — I've watched it happen a hundred times.

### ► Standing Order 1 — Never Punish a Recall

He took ten minutes. He rolled in something dead. He chased the neighbor's cat through three yards and came back muddy and proud of himself.

He came back. He gets paid.

The instant you punish a dog for returning — scolding, grabbing, leashing up with an angry face — you teach him that coming back is dangerous. Next time he'll run farther, stay out longer, and come back slower. You didn't correct the ten minutes of misbehavior. You punished the one correct decision he made. Dogs remember the last thing that happened, and the last thing was you being scary when he came to you.

Swallow the frustration. Smile. Pay the dog. Then manage better next time — that's on you, not him.

## ► **Standing Order 2 — Never Call for Something Unpleasant**

Do not call your dog to trim his nails. Do not call him to give him a bath he hates. Do not call him to end the park trip and crate him. Every recall that ends in something the dog dislikes is a withdrawal from the account.

Need the dog for something unpleasant? Go get him. Walk over calmly, clip the leash, walk him in. The recall word stays clean. This is non-negotiable.

## ► **Standing Order 3 — Recall Is a Game, Not a Drill**

Dogs that love recall were taught it as play. Three games, run weekly, forever:

Hide and seek. In the house or yard: duck behind a door, call the dog once, and throw a party when he finds you. Dogs go crazy for this. It teaches that finding you is the best game in the world.

Chase-me recalls. Call the dog, then run away from him. Be the prey. When he catches you — jackpot. Running away from a dog triggers chase drive toward you. Use it.

Round-robin. Two or three people, spread out, taking turns calling the dog. Each person pays. The dog sprints back and forth collecting paychecks. Five minutes of this is worth an hour of drilling.

## ► **Standing Order 4 — One Call, Then Collect**

Say it once. Then make it happen — guide on the line, go get him, whatever the situation allows. The word is a command, not a request, not a negotiation. Every ignored rep you walk away from teaches the dog that the word is optional. Optional words don't work at the open gate.

## ► Standing Order 5 — Pay Forever (Just Change the Currency)

People ask when they can stop treating. Here's the truth: you never stop paying. You just change currency. Early on, the pay is food — heavy, frequent. Later, it's a mix: sometimes food, sometimes a thrown ball, sometimes wild praise, sometimes release back to play. What you never do is go to zero. A worker who stops getting paid stops working. Keep the paycheck coming, in whatever currency the dog values.

## THE WEEKLY GAME ROTATION

Games aren't extras — they're maintenance. This rotation keeps recall fun year-round without eating your schedule. Ten minutes, a few days a week, forever.

| DAY | GAME                           | NOTES                                                        |
|-----|--------------------------------|--------------------------------------------------------------|
| Mon | Hide and seek — indoors        | 5 min. Start easy, get trickier as the dog wins.             |
| Tue | Rest — no drills               | Normal life. Let the brain consolidate.                      |
| Wed | Chase-me recalls — yard        | 5 min. You run, dog chases, jackpot at the catch.            |
| Thu | Hide and seek — yard           | Bigger area, longer hides. Long line on if not fenced.       |
| Fri | Rest — no drills               | Free day.                                                    |
| Sat | Round-robin — park, quiet hour | Needs a partner. 10 min. Biggest paychecks of the week.      |
| Sun | Handler's choice               | Repeat the week's weakest game — that's where the growth is. |

### **⚠ Warning — The Angry Recall**

If you're angry, do not call your dog. Your tone will poison the word and your body language will tell the dog that approaching you is unsafe. Calm yourself first — or go collect him silently. An angry recall does more damage in ten seconds than a month of training can repair.

## **CHAPTER 08**

# **DEBRIEF: THE ECONOMICS OF RECALL.**

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Let's talk about what you're actually doing. You're not teaching a trick. You're running an auction — and you're bidding against the entire world.

Every time you call your dog, he runs a calculation. On one side: you, with your treat pouch and your praise. On the other side: the squirrel. The other dog. The smell of last night's garbage three houses down. The open field. Freedom itself.

You're the underdog in that auction. Admit it. The world is interesting. You're a guy in sweatpants holding a biscuit. If you want to win, you don't win by being louder. You win by being the highest bidder, most consistently, over time.

## **THE BIDDING STRATEGY**

Bid high early. New behavior, new environment — that's when the competition is fiercest and your history is thinnest. Jackpots. Handfuls. Party-level praise. This is not the time to be stingy.

Bid consistently. A slot machine that pays every time builds a habit fast. A slot machine that sometimes pays builds an addiction — but only after the habit exists. Phase one: pay every rep. Phase two (months in): vary it. Never phase three (stop paying). There is no phase three.

Bid in the right currency. Kibble at the park is like paying in pocket lint. Match the pay to the job: the harder the distraction, the better the food. Steak for squirrels. Kibble for the kitchen. This isn't bribery — it's wages.

Make yourself scarce-valuable. A handler who recalls twenty times a session for nothing dilutes the word. Recall with purpose. Pay big. Release back. The word stays valuable because it's rare and it always pays.

### ► Debrief — Outbid the World

People hear "pay the dog" and think it means the dog only works for food. Wrong. It means the dog learns — over hundreds of reps — that orienting to you is the most rewarding thing available. Eventually that belief runs deeper than any single treat. The dog that sprints back mid-chase isn't thinking about chicken. He's running a habit carved by a thousand paychecks. You bought that habit one rep at a time. That's the economics. Be the highest bidder long enough, and you stop bidding — you own the market.

## THE COMPOUND INTEREST OF REPS

Five minutes a day. Ten recalls a day. That's 300 reps a month, 3,600 a year. Every paid rep is a deposit. The dog that has 3,600 deposits doesn't weigh the squirrel against the biscuit anymore — the habit decides before the brain finishes the math. Most owners quit at 40 reps and declare the dog "untrainable." The dog wasn't untrainable. The account was empty.

### FIELD REPORT

## THE DOG WHO CAME BACK

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Three years ago I got the call about a cattle dog mix named Bishop. Two years old, owner surrender. The paperwork said "bolter — cannot be contained." Forty-eight hours left.

I did the assessment in the shelter's exercise yard. I unclipped the leash, took three steps back, and called him. He looked at me — actually looked right at me — and then chose the fence line at full sprint. Called again. Nothing. He wasn't being defiant. He'd simply never been taught that coming back was worth anything. His previous owner had done the classic: chase, shout, grab, scold. Every recall in Bishop's life had ended badly, so he'd stopped answering. Can't blame him. The deal was terrible.

I took him home that night. Not because he was trained — because he was out of time, and I knew the protocol in this manual would work on him like it works on every dog. Three weeks. Long line, every day. Charging the name. Jackpots. The ladder, rung by rung.

Day four, he turned on the word before I touched the line. Day nine, he beat me to the turn — sprinting back with his ears up, the way dogs run when they're happy to come back. Day sixteen, a runner came to meet him — a marathon guy who wanted a trail partner. I watched Bishop recall off a squirrel at sixty feet on the long line, and the guy's eyes went wide. Adoption papers signed that afternoon.

Here's why I'm telling you this. Two months later I got a text with a photo: Bishop, muddy, grinning, sitting at the guy's feet. The message said: "Gate blew open in the wind. He was halfway to a deer. I used the emergency word. He spun around mid-stride and came back."

Mid-stride. Toward a deer. That's not luck. That's three weeks of deposits paying out on the worst day.

► **Debrief — Why the Story Matters**

Bishop was labeled a bolter. Uncontainable. Hours from being put down for a training problem. There was nothing wrong with that dog except his history — and history can be rewritten, one paid rep at a time. Every chapter in this manual is the rewrite. Your dog's history starts the day you start paying.

A dog that doesn't come back is a dog running out of luck. Bishop's luck ran out — and training brought him home anyway. Now go build the same thing.

**CHAPTER 09**

# **TROUBLE-SHOOTING**

Recall problems are diagnostic, not mysterious. Every failure has a cause, and the cause tells you the fix. Find your symptom below. Apply the fix. No drama.

| <b>SYMPTOM</b>                       | <b>LIKELY CAUSE</b> | <b>FIX</b>                                                         |
|--------------------------------------|---------------------|--------------------------------------------------------------------|
| Comes indoors, blows you off outside |                     | Drop back one rung (Ch. 6). Rebuild to 9/10 before climbing again. |

| SYMPTOM                                        | LIKELY CAUSE                                                                                | FIX                                                                                                  |
|------------------------------------------------|---------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------|
|                                                | Moved up the ladder too fast.<br>The word isn't proofed at that rung.                       |                                                                                                      |
| Comes, but slowly — trots, sniffs on the way   | Pay is too low or too slow.<br>The dog is economizing effort.                               | Jackpot the fast reps. Mark the turn, not the arrival. Pay speed.                                    |
| Runs to you, then veers off at the last second | Recall has predicted something unpleasant — grab, leash, scolding, end of fun.              | Stop all unpleasant endings (Ch. 7, Order 2). Ten reps of call → pay → release.                      |
| Won't come when other dogs are around          | You're bidding kibble against a party. Currency mismatch.                                   | Raise the wage at that rung. Steak-level pay, long line on, shorter distance.                        |
| Used to come, now ignores you                  | Poisoned cue — too many unanswered or angry recalls.                                        | Retire the word. Build the emergency word fresh (Ch. 5). Protect it like ordnance.                   |
| Comes great in training, fails in real life    | Training reps never left rung 2. No proofing under real distraction.                        | Climb the ladder deliberately. Rungs 4-6 are where real recall is built.                             |
| Only comes when he sees the treat pouch        | Pouch became the cue, not the word. Dog reads equipment, not voice.                         | Randomize: pouch sometimes absent, pay from pocket, pay with play. Word first, pay second — always.  |
| Bolts and won't even orient                    | Over threshold — distraction exceeds training level entirely.                               | You're three rungs too high. Drop to where he can succeed. Manage with line and distance until then. |
| Comes to everyone except you                   | You're the "fun ends" person — recalls from you predict the leash, the crate, the scolding. | Audit every recall ending for a week. Flip the ratio: 9 of 10 recalls end in release or play.        |
| Puppy comes perfectly, adolescent stopped      |                                                                                             |                                                                                                      |

| SYMPTOM                                              | LIKELY CAUSE                                                                      | FIX                                                                                                                                                                           |
|------------------------------------------------------|-----------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                                      | Adolescence: the world got interesting and the pay didn't keep up.                | Normal. Go back to the line, raise the wage, shorten sessions. Ride it out — consistency wins.                                                                                |
| Comes in hot — jumps, mouths, body-slams on arrival  | The arrival was never shaped. The dog rehearsed aroused, chaotic returns.         | Pay for four-on-the-floor. Mark the slow-down before arrival. Jackpot calm returns; withhold the party for wild ones. Practice arrivals as their own drill.                   |
| Recalls, then immediately bolts again                | Coming back predicts nothing good staying — or the release cue is muddy.          | Recall → big pay → clear release ("go play"). Teach a clean release cue so the dog learns returning doesn't end the good stuff — it refuels it.                               |
| Two dogs: one recalls, the other uses him as a decoy | Trained together before either was solid alone.<br>Distraction stacked too early. | Separate sessions until both hit 9/10 alone. Then combined work, lines on both dogs, pay the steady dog for holding while the other works.                                    |
| Senior dog stopped coming                            | Medical until proven otherwise: hearing, vision, arthritis, cognitive decline.    | Vet check first. Switch to a whistle or hand signal if hearing is fading. Shorten distances. Never punish a body that's failing — adapt the protocol to the dog you have now. |

### ► Wade's Orders — Diagnose Before You Drill

When recall breaks, don't drill harder — drill smarter. Ask three questions: Which rung am I on? (too high?) What's the pay? (too cheap?) What did the last ten recalls predict? (fun ending, or fun over?). One of those three answers is your fix, ninety percent of the time.

# OFF-LEASH READINESS + 14-DAY MISSION PLAN

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The long line comes off exactly once: when the checklist says so. Not when the dog "seems good." Not when you're feeling lucky. The checklist. This is how you earn off-leash — and how you keep the dog alive to enjoy it.

## OFF-LEASH READINESS CHECKLIST

Every box must be checked. No partial credit.

- ☐ 9/10 first-call recalls on the long line at each ladder rung, 1 through 5
- ☐ Emergency word charged (30 jackpot reps) and proofed at rung 4 or higher
- ☐ Dog orients to name within 2 seconds, indoors and yard, 10/10
- ☐ Recall holds with other dogs visible at 50+ feet (rung 5 standard met)
- ☐ Recall holds with wildlife present on the long line (rung 6 introduced, line on)
- ☐ Handler can name the dog's top 3 distractions and has a plan for each
- ☐ 50/50 test passed: 50 recalls across real environments, 90%+ first-call success, logged
- ☐ Treat pouch (or equivalent pay) on the handler for every off-leash session — no exceptions

### **⚠ Warning — The Line Stays Until the Paperwork Is Done**

An unready dog off-leash near a road is not "trust." It's gambling with the dog's life. The checklist is the license. No checklist, no off-leash. Around roads, the long line stays on regardless — hardware fails, deer don't care about your training log.

## 14-DAY RECALL MISSION PLAN

Two sessions a day. Five to ten minutes each. One rest day mid-mission (Day 7 — light play only, no drills; brains consolidate during rest).

| DAY | OBJECTIVE                      | DRILL                                                      |
|-----|--------------------------------|------------------------------------------------------------|
| 1   | Charge the name indoors        | Ch. 3 protocol — 25 reps, hand-fed                         |
| 2   | Charge the name, add distance  | Ch. 3 — 25 reps, across-room recalls                       |
| 3   | Charge the marker ("yes!")     | 20 marker reps + 10 name reps, mixed                       |
| 4   | Introduce the long line (yard) | Ch. 4 — 5 reps, line dragging, jackpot arrivals            |
| 5   | Long-line recalls, rung 2      | 2 sessions × 5 reps, call once, guide lightly              |
| 6   | Charge the emergency word      | Ch. 5 — 20 jackpot reps indoors                            |
| 7   | Rest. Play, no drills          | Hide-and-seek game only (Ch. 7)                            |
| 8   | Emergency word in the yard     | 10 jackpot reps, long line on                              |
| 9   | Rung 3 — quiet street          | 2 sessions × 5 reps on the line                            |
| 10  | Recall games day               | Round-robin + chase-me recalls, 15 min total               |
| 11  | Rung 4 — park, quiet hour      | 2 sessions × 5 reps, jackpot pay bump                      |
| 12  | Proofing: mild distractions    | Same rung, add one distraction at distance                 |
| 13  | Assessment                     | Count first-call success across 20 reps. 9/10 to advance   |
| 14  | Lock it in                     | Best-rung session + 5 emergency-word jackpots. Log results |

## MISSION TRACKER — PRINT THIS PAGE

Log every session. What gets measured gets trained.

| DAY | RUNG / LOCATION | REPS | FIRST-CALL % | NOTES |
|-----|-----------------|------|--------------|-------|
| 1   |                 |      |              |       |
| 2   |                 |      |              |       |
| 3   |                 |      |              |       |
| 4   |                 |      |              |       |
| 5   |                 |      |              |       |
| 6   |                 |      |              |       |
| 7   | REST            | —    | —            |       |
| 8   |                 |      |              |       |
| 9   |                 |      |              |       |
| 10  |                 |      |              |       |
| 11  |                 |      |              |       |
| 12  |                 |      |              |       |
| 13  |                 |      |              |       |
| 14  |                 |      |              |       |

## 50-REP PROOF LOG — PRINT THESE PAGES

Fifty real-world recalls. Log them honestly. Ninety percent first-call success earns the line off (with the rest of the checklist).

| #  | DATE | LOCATION /<br>RUNG | DISTRACTION | 1ST<br>CALL? | NOTES |
|----|------|--------------------|-------------|--------------|-------|
| 1  |      |                    |             |              |       |
| 2  |      |                    |             |              |       |
| 3  |      |                    |             |              |       |
| 4  |      |                    |             |              |       |
| 5  |      |                    |             |              |       |
| 6  |      |                    |             |              |       |
| 7  |      |                    |             |              |       |
| 8  |      |                    |             |              |       |
| 9  |      |                    |             |              |       |
| 10 |      |                    |             |              |       |
| 11 |      |                    |             |              |       |
| 12 |      |                    |             |              |       |
| 13 |      |                    |             |              |       |
| 14 |      |                    |             |              |       |
| 15 |      |                    |             |              |       |
| 16 |      |                    |             |              |       |
| 17 |      |                    |             |              |       |

| #  | DATE | LOCATION /<br>RUNG | DISTRACTION | 1ST<br>CALL? | NOTES |
|----|------|--------------------|-------------|--------------|-------|
| 18 |      |                    |             |              |       |
| 19 |      |                    |             |              |       |
| 20 |      |                    |             |              |       |
| 21 |      |                    |             |              |       |
| 22 |      |                    |             |              |       |
| 23 |      |                    |             |              |       |
| 24 |      |                    |             |              |       |
| 25 |      |                    |             |              |       |

| #  | DATE | LOCATION /<br>RUNG | DISTRACTION | 1ST<br>CALL? | NOTES |
|----|------|--------------------|-------------|--------------|-------|
| 26 |      |                    |             |              |       |
| 27 |      |                    |             |              |       |
| 28 |      |                    |             |              |       |
| 29 |      |                    |             |              |       |
| 30 |      |                    |             |              |       |
| 31 |      |                    |             |              |       |
| 32 |      |                    |             |              |       |
| 33 |      |                    |             |              |       |
| 34 |      |                    |             |              |       |
| 35 |      |                    |             |              |       |
| 36 |      |                    |             |              |       |
| 37 |      |                    |             |              |       |
| 38 |      |                    |             |              |       |
| 39 |      |                    |             |              |       |
| 40 |      |                    |             |              |       |
| 41 |      |                    |             |              |       |
| 42 |      |                    |             |              |       |

| #  | DATE | LOCATION /<br>RUNG | DISTRACTION | 1ST<br>CALL? | NOTES |
|----|------|--------------------|-------------|--------------|-------|
| 43 |      |                    |             |              |       |
| 44 |      |                    |             |              |       |
| 45 |      |                    |             |              |       |
| 46 |      |                    |             |              |       |
| 47 |      |                    |             |              |       |
| 48 |      |                    |             |              |       |
| 49 |      |                    |             |              |       |
| 50 |      |                    |             |              |       |

Tally: \_\_\_\_ / 50 first-call successes · 90%+ = \_\_\_\_ passes · Handler signature: \_\_\_\_\_

### ► Debrief — After Day 14

Day 14 is not graduation — it's the end of basic training. Keep climbing the ladder toward rungs 5 and 6. Keep the emergency word loaded with a monthly jackpot. Keep logging one session a week. Recall is a perishable skill: use it or lose it. The handlers with the best recall in year three are the ones who never stopped paying in year one.

# FINAL ORDERS

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You now own the complete recall protocol. Not theory — the same system I run on seventy-pound working dogs and on shelter dogs forty-eight hours from the needle. It works because it's built on how dogs actually learn: payment, consistency, and proof under pressure.

Let me leave you with the short version. Tape it to the fridge.

## ► Wade's Orders — The Whole Manual on One Card

1. Recall is life insurance. Train like the gate is already open.
2. Coming to you must pay better than everything else out there.
3. Charge the word indoors first — fifty reps before it means anything outside.
4. Long line: call once, guide gently, never reel, jackpot every success.
5. Build a separate emergency word. Jackpot-charged. Rarely used. Never poisoned.
6. Climb the ladder one rung at a time. Fail twice, drop back one.
7. Never punish a recall. Never call for something unpleasant. Keep it a game.
8. Be the highest bidder. Pay forever — just change the currency.
9. Diagnose before you drill: rung, pay, or history.
10. The line stays on until the checklist says otherwise.

## THE MISSION CONTINUES

Here's the warm truth under all the tactics: I do this because I've stood in shelters and watched good dogs run out of time for fixable problems. "Won't come back" is on that list. Every owner who finishes this manual is one less surrender, one less kennel, one less goodbye that didn't have to happen.

Your dog doesn't need to be perfect. He needs an owner who understands the deal and honors it. Be that owner.

## ► Bridge — Field Manual 03: The Bad Day Book

Recall gets your dog back. But what about the moments before the recall — the lunge, the bark, the explosion at the end of the leash? That's reactivity, and it's the number-one reason owners stop walking their dogs altogether.

Field Manual 03 — The Bad Day Book — covers reactivity, lunging, and jumping, plus the first-hour plan for when it all goes wrong in public. Same doctrine. Same voice. New battlefield.

**NEXT: FM 03 — THE BAD DAY BOOK**

TRAIN HIM. FEED HIM. KEEP HIM. — WADE

### APPENDIX A

## GEAR SPEC SHEET

Recall doesn't need gadgets. It needs the right basics. Everything below has one job: make reps safe, enforceable, and well-paid.

| ITEM            | SPEC                                                                       | WADE'S NOTE                                                                                                                                         |
|-----------------|----------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------|
| Long line       | 30 ft, flat biothane or round climbing-rope style, with a sturdy bolt snap | Biothane doesn't absorb water or stink. Round rope slides through hands smoothly. Either works — pick one and learn it. No retractable leash. Ever. |
| Harness         | Y-front, back-clip ring, snug fit (two fingers under every strap)          | Clip the long line to the back ring. Front clip is for loose-leash work (FM 01) — for recall you want zero steering pressure on the line.           |
| Treat pouch     | Hip-worn, wide mouth, stays open, washable                                 | If you have to dig for treats, your timing dies. The pouch is part of the weapon system — wear it every session.                                    |
| Training treats |                                                                            | Two tiers in the pouch: daily wage (commercial soft treats) and jackpot wage (chicken, cheese,                                                      |

| ITEM               | SPEC                                                                 | WADE'S NOTE                                                                                                                                              |
|--------------------|----------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
|                    | Pea-sized, soft, strong-smelling; jackpot tier = real meat or cheese | steak bits). The dog must be able to tell the difference.                                                                                                |
| Gloves             | Snug-fitting, grippy palms                                           | Thirty feet of line through bare hands when a dog hits the end at speed will burn you. Gloves are cheap. Skin grafts aren't.                             |
| Whistle (optional) | Single consistent blast = recall cue                                 | A whistle carries farther than a voice and never sounds angry. If you go this route, charge it exactly like a word (Ch. 3) — and never poison it either. |

### ► Wade's Orders — Kit Discipline

Line, pouch, treats, gloves — packed and by the door before every session. A handler who has to hunt for gear skips sessions. Sessions skipped are reps lost. Reps lost are recalls that fail at the open gate. Pack the kit.

## APPENDIX B

# HANDLER'S GLOSSARY

The language of this manual, in one place. Know the terms — precision in language is precision in training.

### MARKER

The "yes!" — a camera shutter that snapshots the exact moment of correct behavior and promises payment.

### CHARGE

To load a word with meaning through repetition + payment, before it's ever used for real. Fifty reps indoors.

### JACKPOT

A handful of the highest-value food plus party-level praise. Reserved for breakthroughs and the emergency word.

### **PROOFING**

Testing a behavior against harder distractions, distances, and environments — deliberately, on the ladder.

### **POISONED CUE**

A word burned by repetition without payment, angry tone, or unpleasant consequences. Retire it; build a new one.

### **THRESHOLD**

The distraction level where the dog's brain flips from "I can think" to "I can only react." Train under it, never over it.

### **RUNG**

One level of the distraction-proofing ladder (Ch. 6). Six rungs, house to wildlife.

### **EMERGENCY RECALL**

The separate, jackpot-charged word deployed only when it truly matters. Rarely used, never poisoned.

### **ROUND-ROBIN**

Recall game: multiple handlers take turns calling the dog, each one paying. The dog sprints between paychecks.

### **LATENCY**

The delay between your cue and the dog's response. We train for near-zero latency — the turn, not the trot.

### **RELEASE CUE**

The word that ends the recall and sends the dog back to freedom ("go play"). Nine recalls in ten end this way.

### **FIRST-CALL SUCCESS**

The only metric that matters: percentage of recalls obeyed on the first cue. Target: 9/10 at every rung.

# DRILL CARDS

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Print these. Laminate them if you're serious. One card per session type — no thinking required, just execute.

## ► Card 1 — Charging Session (5 min, indoors)

1. Treats ready, phone away, boring room.
2. Wait for a glance → "yes!" → treat. ×5
3. Name once → orient → "yes!" → treat. ×10 (help with a kissy noise if needed — never repeat the name)
4. Two steps back → name → pay the travel. ×10
5. Last rep: easiest one, biggest pay. End.

Log: date / reps / % first-orient. Target: 25 reps, dog whipping around at the name.

## ► Card 2 — Long-Line Session (10 min, yard+)

1. Kit check: line, harness, pouch, gloves. Line on, coils in hand.
2. Let the dog wander 1 min. Be boring.
3. Call once → wait 2 sec → guide lightly if needed (never reel).
4. Mark the turn ("yes!"), jackpot the arrival — handful, party.
5. Release: "go play." Repeat ×5 total.
6. End on a win. Line off.

Log: date / rung / reps / first-call %. Rule: fail twice → drop one rung.

► **Card 3 — Emergency Word (maintenance)**

1. Charging (first week only): indoors, word → JACKPOT ×10/day, 3 days.
2. Monthly recharge: 1 jackpot rep. Non-negotiable.
3. Staged scenario (max 2/week): food scatter, play interrupt, or distance bomb. Line ON.
4. Deploy → dog turns → jackpot of his life → release.
5. Log the result. A fail = data: note the distraction and distance, drop a rung.

Doctrine: rarely used, always meant, never poisoned.

## FIELD NOTES

Your dog, your data. Log what works.

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K9 WADE FIELD MANUAL SERIES

# THE MISSION

Every year, healthy dogs go to sleep in shelter kennels for the last time — not because they're aggressive, but because nobody taught their owners the basics. Pulling. Jumping. Won't come back. Fixable problems with fatal endings.

I'm Wade. I handled military K9s. Now I pull dogs off the euthanasia list — forty-eight hours from the needle, surrendered for problems that were never their fault. These manuals are everything I do with my dogs, written down. Plain English. No theory. Just the work.

TRAIN HIM. FEED HIM. KEEP HIM.

| MANUAL | TITLE               | MISSION                                            |
|--------|---------------------|----------------------------------------------------|
| FM 01  | The Rescue Walk     | The 10-minute loose-leash protocol                 |
| FM 02  | Come When It Counts | Recall is life insurance (this manual)             |
| FM 03  | The Bad Day Book    | Reactivity, lunging, jumping — the first-hour plan |
| FM 04  | The Fuel Protocol   | Feed the athlete: food, labels, daily fuel         |

— Wade