

Here at TGDS: **COLOR CODING SYSTEM**



Here at The Good Dog Spot, we use a color coding system that divides dogs into three groups: green, yellow, or red; this makes it easier for us to split dogs into appropriate playgroups and also staff the groups accordingly. A simple definition of each color is listed below. Please understand that your dog's color code may change with continued attendance; as they become more comfortable with the playgroup, changes in behavior are common.

Requirements for level graduation

Goal: to properly identify and categorize play style, obedience, and personality of each individual dog. This will help with playgroup selection for individual dogs, as well as give staff members an overall assessment of the dog's personality.

GREEN- This group is for dogs with an excellent grasp of basic obedience in and out of the playgroup. This dog can play with any dog, at any time, and needs very little intervention.

YELLOW- This is the largest color group and includes dogs with decent obedience, who plays well with everyone but may need more frequent intervention to keep play safe.

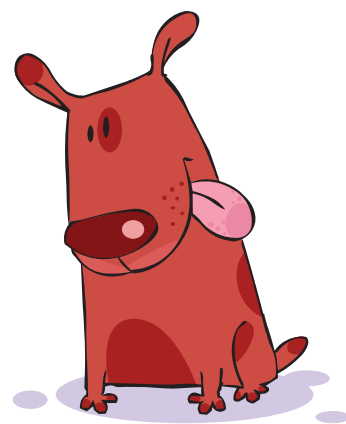
RED- This group includes our private socialization dogs; dogs that are non aggressive but need one on one attention or a special playgroup. This group also includes puppies less than 9 months of age (due to the special attention they need in developing proper social and play skills. All puppies will be re-evaluated every 30 days until maturity).

Color codes are subject to change at any time; however, the goal is for the dog to graduate to the next color level (red to yellow, yellow to green).

Requirements for graduation:

RED to **YELLOW** requirements:

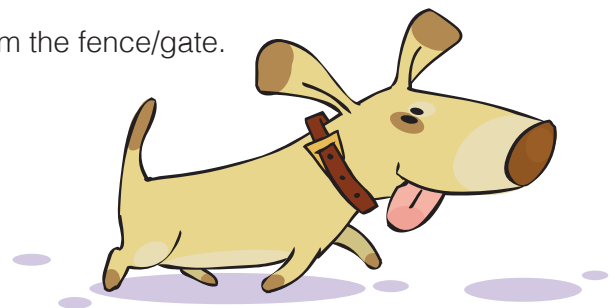
1. When the dog's **obedience has a 75% response rate**. This means the dog is willing to obey commands in a mildly distracting/arousal situation (dogs in group are playing nicely, and not highly aroused, will respond to recall 8 out of 10 times, as well as basic commands – sit, down).



2. Dog MUST be responsive to timeouts (goes immediately to crate, or will discontinue naughty behavior when t/o command is given, allows you to catch him/her, and allows GL application). Timeouts also must prove to be effective – dog will not re-engage in inappropriate behavior that t/o was given for, but will (after leaving t/o) instead show an effort to display good behavior and obedience (dog will re-direct easily and follow commands).
3. The dog is able to be VERBALLY called off the fence in an arousing situation (if another dog is walking by, or if the arousal level in an adjacent playroom escalates).
4. The dog has exhibited the ability to be in a playgroup with co-eds and growing numbers (in excess of 8 dogs).
5. The owner is on board with our policies, and exhibits an interest/desire to work on problems at home.
6. The dog does not display status seeking behaviors – Greetings are appropriate (dog will not immediately “chin” other dogs, but will do a proper butt sniff), dog will not mount other dogs obsessively (but if does, will respond to verbal ‘off’ or t/o commands),
7. The dog is able to down in a group, regardless of arousal level (this tells us s/he is able to self regulate, and give themselves breaks).
8. The dog can give and take corrections appropriately. Dog will back off or defer when given a correction, and when giving corrections, dog will not over correct (3 barks is an appropriate correction, translated to human, it sounds like “knock it off”, 3 syllables = 3 barks. However, if the other dog is not listening, a 2nd round may be appropriate, but watch for escalation).
9. The dog does not exhibit any indicators of extreme anxiety.

YELLOW to **GREEN** requirements:

1. The dog has 90% compliance rate (for obedience) while in playgroup. Readily complies with requests for sits, downs, and recalls (will respond 9 out of 10 requests in a medium to high distraction level).
2. The dog demonstrates good social skills, has good greeting manners, and does not exhibit status seeking behaviors upon greetings.
3. The dog’s play style is low arousal - no neck biting, has appropriate play invites (will invite a dog to play through play bow, will NOT body slam as a means of inviting play).
4. The dog responds immediately to timeouts (goes right to crate, stops running around, lets you catch them, or lies down). Timeouts are effective – the dog does not re engage in inappropriate behavior.
5. The dog has no play group restrictions: can be with just about any other dog.
6. The dog’s play needs little to no interruptions; play is low arousal and appropriate.
7. The dog is NOT reactive at gates, and is easily recallable from the fence/gate.
8. The dog sits and waits quietly to be called through gates.



Regressing behavior resulting in strikes/demotion in color code:

If at any time the following behaviors are exhibited, a strike will be given and/or a demotion in color level will occur:

1. Aggression towards staff
2. Aggression towards another dog
3. Diminishing obedience (if the compliance rate falls below 60%)
4. Play style changes to a higher arousal level, neck biting
5. Any negative changes in behavior due to dog maturing (status seeking behavior develops, excessive marking and/or mounting)
6. If the dog demonstrates high anxiety in the play group (destruction of crates, equipment, excessive drooling, pacing, excessive barking, gate barging, fence scaling, and other signs of stress).
7. Non compliance for timeouts.
8. Ineffectiveness of timeouts (dog does not show any progression or modification of behavior).

If a dog receives 3 strikes in a 3 month period it will result in expulsion from daycare. We reserve the right to expel a dog without any prior strikes if the behavior warrants the action.

9. Once a puppy exceeds 9 months of age and remains unaltered.

