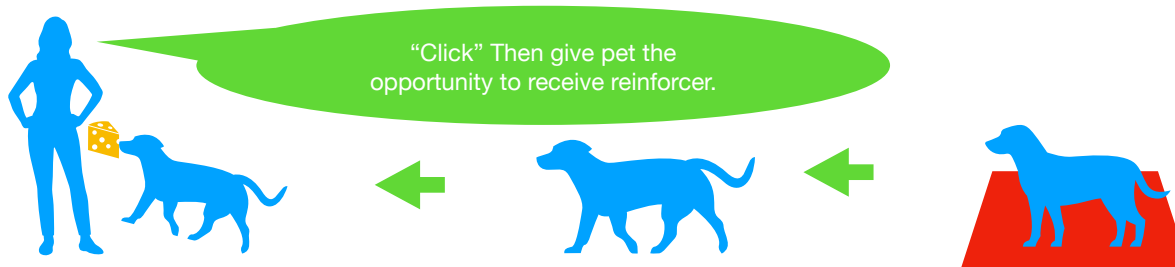
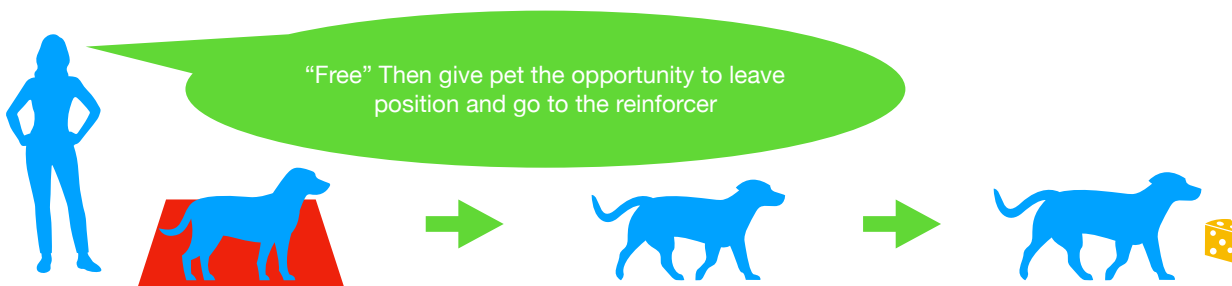


Duration Marker: Mark the behaviour you like “Good”, “Nice”, “brava”, “Coo” and deliver reinforcement to the pet in a way that does not encourage movement out of the position they are in. Consequence, pet continues the captured or cued behaviour even after reinforcer is delivered. ex. Stays in heel, sit, sustained target etc in anticipation of “Active” or “Release” Marker.



Active or Relationship Building Marker: Mark the behaviour you like “Click”, “Yup” “Yes” then the pet moves to you for reinforcer. Can be followed by play, chase, party or other reinforcers for the pet. Consequence, can encourage more activity or excitement for the captured or cued behaviour.



Release Marker: Mark the behaviour you like “Okay” “Free” “Done” then allow the pet to access something they want. Consequence, the pet listens to cue or offers behaviour because it results in access to an outside reinforcer like going out the door, greeting a friend, running free off leash or accessing a treat you dropped on the ground.