

## Don't Call Your Dog! Why You Should NOT Call Out to a Stray / Loose Dog



We know. It sound's crazy-stupid to say "Don't Call Your Dog!" after your dog has escaped and is running loose (or when you encounter a stray dog). You're probably thinking, "But he always comes to me when I call him" or "So HOW will I get the dog to come to me if I see him but I can't call him?" The answer is **BY CALMING HIM and ATTRACTING HIM to come to you**, and we will explain how to do that. But first, we need to explain that CALLING A DOG CAN CAUSE IT TO RUN FROM YOU. Your instinct, when the dog runs, is then to chase after the dog and this is the WORST thing that you can do! Thus, when you hear or see the words "DO NOT CHASE YOUR DOG if it is lost" this includes DO NOT CALL your dog (since calling a dog can create chasing).

Here's what we know. Some dogs that are scared off by fireworks, thunder, or other traumatic events will be so terrified that they will not even come to their owners. While some dogs will ultimately calm down and then approach people, other dogs will continue to run from everyone. Many dogs with fearful temperaments, like dogs that were not properly socialized, "puppy mill" dogs, and dogs that have been through a traumatic experience (i.e. escaped due to a car crash) are in the "fight or flight" mode and will be highly reactive to sounds and movement.

There's a reason why one of the worst things that you can do is call out to a stray dog or panicked dog. The reason is that it's likely that other people (who encountered the loose dog) have already tried to capture him and calling him has become a "trigger" that causes him to automatically bolt in fear when anyone, **including his owner**, calls him. In many cases, people have tried to call the dog as they looked directly at the dog and walked towards it, an action that is dominant and frightening to a dog that is in the fight or flight mode.

## THIS IS WHY LARG RARELY PUTS A NAME ON THE LOST FLYERS THAT WE DESIGN! Information courtesy of:

