



EN Instructions

General information

1. This game is a joint activity for dog and handler. Do not let your dog play unsupervised.
2. Place the game where your dog can run around it freely to find his optimal position to play.
3. Choose a quiet atmosphere for the training and only train with one dog at a time.
4. Start the training 1 ½ hours after feeding at the earliest. You can also use the normal dry feed instead of treats as an alternative.
5. It is important for your dog to experience success fairly quickly at the start, for he needs to connect something positive with the game to stay motivated. When starting the training, you can praise and reward your dog even for trying. Once your dog has understood that this is a "feeding game", he will have fun figuring it out.
6. To get your dog interested in the game, fill it with treats in his presence in the beginning. To increase the level of difficulty, you can do this in his absence later.
7. Always begin the game with a start signal (e.g. "Play") and, after your dog has found all the treats, end it with a break-off signal (e.g. "end"). After your dog has obeyed the break-off signal, reward him with a final treat so that there is always a quiet and positive end to the game.
8. In case your dog does not achieve a subgoal after several tries, help him or repeat a task he knows well and train in smaller steps. Try to motivate him with praise and stroking. There should never be scolding or punishment.
9. Train in short units (max. 10 minutes) and with small goals. Repeated training over the day creates a lot of small successes and prevents excessive demand on your dog.

Important notice: With this game, there is no "right" or "wrong". Each dog is an individual and will find his own ways to success. Leave it to your dog to decide if he wants to use his snout or his paws, if he wants to pull the elements towards him or push them away and in which sequence he wants to play the game. These instructions are only a suggestion how to train in an easy and sensible way to succeed with your dog.

Always consider the following: Do not allow your dog to carry the game away or destroy it (this often is a sign of frustration and/or excessive demand).

Have lots of fun and success with your dog.

Training

Please carry out all tasks one after the other. Only raise the level of difficulty when your dog can do the last task without problems and he is still attentive to the game. Praise your dog after each successful action.

The training can begin

First let your dog get familiar with the different elements of the game. We recommend to space out getting to know the various elements over several days and to only add more elements when the training runs smoothly.

1. The row of drawers:

- a. Fill the two outer drawers with a treat in the presence of your dog and close them only halfway. Show your dog how to move the covers. That way, the dog can find the treats faster and is successful more quickly.
- b. Give a start signal like e.g. "Play". Your dog will now try to get the treat out.
- c. To increase the level of difficulty bit by bit, cover the filled drawers more and more with the sliders. Repeat the exercise until your dog can move the completely closed covers without problems to get the reward.
- d. As soon as your dog has mastered this, you can include the next row with three drawers.
- e. Once your dog can open the covers on his own, you can also include the small row with two drawers.
- f. What is special about this row is that it is not parallel but vertically aligned to the other two rows. The challenge for your dog is that he either has to change his position in the game or learns to move the covers in a different direction.

2. The cones:

- a. In the beginning, train with one cone only. Place a treat into an indentation and place a cone over it. Lift the cone and show your dog what is hidden under it. Give a start signal like e.g. 'Play'. Now your dog has to lift the cone to get the reward.
- b. Repeat this exercise until your dog can lift the cone without problems and can get the reward. Now challenge your dog with two cones.

3. Combining the elements:

Once your dog has learned to include the cones in the game, you can increase the level of difficulty. Place the cones between the covers and hide a treat here as well. Your dog now has to understand that he has to move the cones before he can move the covers.