


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. For this purpose the elements do not have to be fixed to the base plate. 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 lifting lid:

- a. Fill the box with a treat in the presence of your dog. Close the box only half way so that your dog only has to push away the lid. Show your dog the rope on the lid. To do that, put a treat directly under the rope and pull the two ends of the rope inside the box so that the rope lies tightly across the treat and fixes it. Give your dog the start signal, e. g. 'Play'.

- b. Once your dog has realized that there is a reward for using the rope to lift the lid, there is no need to put a treat under the rope any longer.
- c. Now close the lid a bit more every time. Repeat this exercise until your dog is able to open the completely closed lid by himself.

2. The sliding lid:

- a. Start the exercise like the lesson with the lifting lid. Put a treat into the back part of the box to start with so your dog only has to slide the lid a short way to get the reward.
- b. To promote the use of the 'sliding ball' you can place a treat behind the ball at the beginning.
- c. Raise the level of difficulty step by step after your dog has learned to slide away the lid. Place the treat a little bit closer to the front part of the box every time. Thus your dog only gets the reward when he slides the lid a bit further every time.

3. The flap lid:

- a. Put a treat in the middle of the box. Clamp another treat between the rim of the box and the lid. This helps your dog to understand that he only gets the reward by opening the flap lid.
- b. When your dog has opened the lid several times, continue with only one treat in the middle of the box.

4. The drawer:

- a. Your dog already knows the rope but the difference here is that the rope has to be pulled to one side instead of upwards.
- b. To start with, place a treat in the front part of the drawer and leave the drawer half-open. Draw your dog's attention to the rope by placing a treat under it.
- c. When your dog has understood that he has to open the drawer you can close it a little bit more each time. The treat under the rope is then no longer necessary.
- d. After your dog has learned to open the drawer by himself, raise the level of difficulty step by step by place the treat a little bit closer to the back of the drawer every time.

5. Combining the exercises:

After your dog has learned to handle the different elements on their own, you can start to combine them.

- a. Start with 2 elements in one track. Choose the elements that your dog can handle best.
- b. After your dog has learned to get rewards from both elements in the game, you can start adding more elements.
- c. When your dog knows how to play with all four elements, you can raise the level of difficulty again. To do that, arrange the elements in different positions and facing in different directions.