



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

Get your dog used to the different elements of the game one by one. For this, they do not need to be fixed to the base plate. We recommend spacing out the procedure over several days and adding new elements only once the training runs smoothly.

1. The cone:

- a. Turn the wing-shaped covers to the outside, so that all indentations are uncovered.
- b. 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.
- c. Repeat this exercise until your dog can lift the cone without problems and can get the reward. Now challenge your dog with two cones.
- d. When your dog has understood this, you can introduce the second element of the game.

2. The wing-shaped covers:

- a. Put the cones aside and place one wing-shaped cover on the board.
- b. Fill the indentations with treats and cover them only half way. This way your dog can find them more quickly and is successful quickly.
- c. Give your dog the start signal. The dog will now try to get the treats. Show your dog how to move the wing-shaped elements.
- d. To raise the level of difficulty further, cover the filled indentations with the wing-shaped element more and more. Keep practising until your dog can move the completely closed cover to get the treat.
- e. When your dog can open one wing-shaped element you can introduce the second one.

3. Combination:

After your dog has now learned to move the individual elements, you can increase the difficulty again by combining the different elements:

- a. Use the cones as stoppers. Position the wing-shaped elements to the inside so that they cover the inner indentations and place the cones on the outside.
- b. In this position your dog has to remove the cones first in order to be able to turn the wing-shaped covers. Only then will he get the reward.
- c. When your dog can play with that combination you can raise the level of difficulty again. Arrange the elements in different positions and facing in different directions.