



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.

2. Place a treat in the beaker while your dog is present and turn it so that the treat slowly falls in your dog's direction. Wait until your dog has found and eaten the treat. Repeat this exercise until your dog has understood that the treat falls out of the beaker onto the floor.
3. Place another treat in the beaker, hold it horizontally and tell your dog to start playing with a starting signal such as 'play'. He will try to get at the treat. When your dog touches the beaker whilst trying to turn it, empty the beaker in his direction so that the reward for touching the beaker is immediately received. Repeat this exercise until your dog has clearly grasped the fact that he must move the beaker in order to get the treat.
4. Start to reduce the amount of help you give by tilting the beaker less and less. If your dog is not successful after a few tries, go back to Step 2 and repeat once, to reassure him that the treat does fall out of the beaker. As soon as he has understood the technique of turning the beaker, you can increase the level of difficulty in relatively large steps – but without overtaxing your dog!
5. When your dog can turn and empty the beaker by himself, you can put the lid with one hole on the beaker. Once he can also empty this beaker easily, the level of difficulty can be increased. Either select the lid with three small holes or add more beakers. Make sure that the treats can fit through the holes in the lids.
6. At the end of the game, it is possible to play with all beakers and the lid with small holes!
Place enough treats in the beakers to increase the probability of treats falling out at almost every turn of the beaker.

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.

Tip: To make it easier for your dog to use more beakers at the beginning of the game, we recommend holding the emptied beakers steady or refilling treats.

Safety Note: For inexperienced or very lively animals, hold *Turn Around* steady with one hand to prevent it from tipping over during the training.

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

1. Start the training with one beaker only (remove the other two from the game) without a lid.