

TRIXIE



Dog
ACTIVITY

Move2Win

(USA) Instructions
Move2Win

(F) Instructions
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(E) Instrucciones
Move2Win

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USA General Advice

1. This game is designed to be played together with your dog. Please do not leave the dog unsupervised with the toy.
2. Set the toy somewhere that allows your dog to walk around to find his ideal playing position.
3. Choose a calm training atmosphere. We recommend one-on-one training (if you have more than one dog, train only one at a time and preferably in a separate room).
4. Set fair goals, and do not expect too much from your dog. This way you will have a lot of fun during training.
5. To avoid overtaxing your dog, restrict the exercises to short sections (max. 10 minutes) and repeat several times a day.
6. Help keep your dog motivated in the beginning by helping him to accomplish the task. It is necessary – especially at the start – that your dog associates this game with a positive result which will occur if your dog is successful quickly and is rewarded quickly. At the beginning you might also give your dog a reward just for trying the toy. As soon as your dog realizes that it is a 'food game' he will quickly understand the task and enjoy playing.
7. If your dog does not accomplish the task, try to motivate him with compliments and petting. It is better to take one step back if he does not reach the next goal. Never scold or punish your dog.
8. To spark your dog's interest, initially fill the game with treats in his presence. To increase the level of difficulty later, fill the game with treats in his absence.
9. Choose the ideal start time. Wait until approximately 1 ½ hours after your dog has eaten before beginning the game. You can also feed your dog while playing by substituting the treats with the dog's usual dry food.
10. Always start the game with a signal (e. g. 'Play!') and finish with a break-off signal (e. g. 'Stop!') immediately after your dog finds all of the treats. If your dog follows that signal, reward him with an additional treat and ensure a calm and positive ending.
11. The training should always conclude with a feeling of success.

Attention:

Neither 'right' nor 'wrong' exists in this game. Each dog – like people – is an individual and is going to find his own methods. Let your dog decide whether to accomplish the task with his snout or

paws, whether to pull or push the elements, and in which order. This means that your dog might differ from the following instructions which are only suggestions for a possible way to work out an easy and meaningful solution with your dog. Nevertheless your dog might show approaches or tendencies that are not described below.

As a general rule: Do not allow your dog to carry the toy away or to destroy it (this is often a sign of frustration or excessive demand).

We wish you and your dog a lot of fun and success with the different exercises!

Training

Please carry out the exercises one after another. Only increase the level of difficulty once your dog has comfortably mastered the previous training phase. Praise your dog after each successful action.

The training can begin

At the beginning, acquaint your dog with the different elements separately.

Exercise with the slider:

1. Remove the cones and the drawers temporarily.
2. Fill the compartments with treats in the presence of your dog and close them so that the knob sits in the middle.
3. Give your dog the start signal, e.g. 'Play!'. Initially, show your dog how to push the knob. Always give excessive praise during the first attempts.
4. Repeat this until your dog clearly understands that there is a reward if the knob is pushed along the slots.
5. Once your dog masters this, you can integrate another element into the game.

Exercise with the drawers:

1. Remove the cones and one drawer temporarily.
2. Fill the first compartment with a treat in the presence of your dog and close it halfway so that your dog can easily find the treat and be successful quickly. Give the start signal. Your dog will try to find the treat. If your dog finds this difficult, give some help. Show your dog how to open the drawer with the help of the loop. Always give excessive praise during these first attempts.

3. Repeat this until your dog clearly understands that there is a reward if the drawer is opened.
4. To increase the level of difficulty, close the drawer more and more.
5. When your dog can open the drawer without problems, create another challenge by closing the drawer completely.
6. Once your dog masters this concept, you can fill the second drawer and give the start signal again.
7. Repeat this exercise until your dog clearly understands that there is a reward if both drawers are opened.
8. Now another element can be added to the game.

Exercise with the cones:

1. Start by using with one cone. Put a treat in one indentation and place the cone on it. Lift the cone and show your dog what is underneath. Give the start signal, e.g. 'Play'. Now your dog has to try to grip the cone with his snout and lift it to get the treat.
2. Repeat this exercise until your dog lifts the cone and gets the treat without problems. Now increase the challenge by filling the second indentation and covering it with another cone. Initially put a treat under each cone so your dog does not feel overwhelmed.

Combination:

To further increase the level of difficulty by combining the cones and the drawers. Place the cones in the indentations. Give your dog the start signal and point to the cones so that your dog understands that he needs to remove the cones before pulling out the drawers. Repeat this exercise until your dog masters this combination.

Later you can increase the level of difficulty even further by not filling every compartment with a treat.