

# TRIXIE



Dog  
ACTIVITY

## Poker Box 1

(USA) Instructions  
Poker Box 1

(F) Instructions  
Poker Box 1

(E) Instrucciones  
Poker Box 1

## USA General Advice

1. This game is made for joint games with the dog and owner. Please do not leave the dog unsupervised with the toy.
2. Set the toy somewhere that allows the 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 a time, preferably in a separate room).
4. Only set low targets and do not expect too much from your dog. This way you will have a lot of fun in training.
5. To avoid overtaxing your dog, restrict the exercises to short sections (max. 15 minutes) and repeat several times a day.
6. Help your dog at the beginning to accomplish the task to keep him motivated. It is necessary – especially at the start – that your dog associates the game with a positive result which happens when he is successful quickly and gets a reward. 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 soon understand the lesson and enjoy 'puzzling'.
7. If your dog does not accomplish the task, try to motivate with compliments and stroking. It is better to take one step back if he does not reach the next target. Never scold or punish your dog.
8. To arouse your dog's interest, initially fill the tubes with treats in his presence. To increase the level of difficulty later you can do this in his absence.
9. Choose the ideal start time. When the dog has been fed, wait approx. 1 ½ hours before starting to play. 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 got all the treats out. If your dog follows that signal, reward him with a further treat and ensure a calm and positive ending.
11. The training should always be finished 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 solutions. Let your dog decide whether to accomplish the task with snout or paws, whether to pull or push the elements and in which order. That means that your dog might differ from the following instructions which are only advice 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 the exercises out one after another. Do not increase the level of difficulty before your dog has accomplished the current exercise. Praise your dog after every 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 on the base plate.

### 1. Exercise with the lifting lid:

- a. Fill the box in the presence of your dog with a tasty treat. Close the box so that it stays half-open. Thus the lid has to simply be pushed aside at the beginning. Show your dog the rope on top of the lid by putting a treat directly under the rope and pulling the two ends of the rope inside the box. The rope should lay tight around the treat so that it is fixed. Give your dog a signal (e. g. 'Play!')
- b. Put treats under the rope until your dog realizes that there is a reward for using the rope to lift the lid.
- c. Now close the lid a little bit more every time. Repeat this exercise until your dog is able to open the completely closed box by himself.

### 2. Exercise with the sliding lid:

- a. Start the exercise like the lesson with the lifting lid. Put a treat in the back part of the box. So your dog only has to slide the lid a little bit 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 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 for sliding the lid a bit further every time.

### 3. Exercise with 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. Your dog will soon realize that he gets the reward by opening the flap lid.
- b. When your dog has opened the lid several times go on with one treat and put it inside the box. Shy dogs may need some help. You can hold the lid open with your finger. Support your dog until he is brave enough to open the lid by himself.

### 4. Exercise with the drawer:

- a. Your dog already knows the rope from the lifting lid but the difference here is that the rope of the drawer has to be pulled to one side instead of upwards.

- b. 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. Place the treat a little bit closer to the back part of the drawer every time. Your dog only gets the reward when it pulls the drawer a bit further every time.

### 5. Combining the exercises:

- After your dog has learned to handle the different elements on its own you can start to combine them.
- a. Start with 2 elements in one track. Choose the elements which your dog can handle the best.
  - b. After your dog has learned to get rewards from both elements you can start playing with all elements at once.
  - c. When your dog knows how to play with all elements you can raise the level of difficulty again. Arrange the elements in different positions and directions.