

TRIXIE



Dog
ACTIVITY

Anleitung Mini Mover

(GB) Instructions
Mini Mover

(F) Instructions
Mini Mover

(I) Istruzioni
Mini Mover

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 game 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

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

Important advice: *Mini Mover* is very ambitious for most dogs. Therefore pay careful attention while playing and encourage your dog. At the beginning you should reward any nose or paw contact with the elements of the game.

1. Exercise with the cones:

- a. Start by training 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 it. 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.
- b. Repeat this exercise until your dog lifts the cone and gets the treat without problems. Now increase the challenge and fill the second indentation and cover it with another cone. Initially put a treat under each cone so your dog won't feel overstrained.

2. Exercise with the slider:

The difficulty of this game: Your dog should comprehend that the slider that was opened first has to be moved back to the starting position to ease the opening of the second one. This point should be trained intensively so that your dog realises it.

- a. Start the training on one row with three compartments. Fill both circular compartments in your dog's presence and close it so that it is half-open. Thus the dog will find the treat quickly and have immediate success. To make your dog concentrate on the row in question, cover the other one with, for example, a cloth at the beginning.
- b. Give your dog the start signal e.g. 'Play!'. Your dog will now try to get the treat out. If he has any difficulties, please help. Show your dog how to move the slider and praise a lot, especially during the first tries.
- c. Repeat the exercise until your dog really realizes that there is a reward when he moves the slider aside.
- d. To increase the level of difficulty, gradually cover the filled compartments more and more. Repeat the exercise until your dog is able to move the completely closed slider to get the reward.
- e. When your dog is able to open and move the sliders of one row by himself you can integrate the second row to the game.
- f. As soon as your dog can play both rows alone, include the cones as well. At the beginning they are placed above the long lines. To arouse your dog's interest, hide treats there too.
- g. When your dog has also learned to take notice of the cones you can increase the level of difficulty further. Put the cones between the sliders and place a treat under each. Your dog has to realise now that he has to remove the cone before he can move the sliders.

3. Exercise with the knob:

- a. Fill the indentations with treats in the presence of your dog and close them, so that the knob sits in the middle.
- b. 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.

- c. Repeat this until your dog has clearly understood that there will be a reward if the knob is pushed along the slots.

4. Exercise with the drawer:

- a. First remove the cone temporarily.
- b. Fill the first indentation with a treat in the presence of your dog and close it halfway. That way your dog can find the treat more quickly and experiences success quickly. Give the start signal. Your dog will try to get the treat out. In case of difficulties, give some help initially. Show your dog how to open the drawer with the help of the loop. Always give excessive praise during the first attempts.
- c. Repeat this until your dog has clearly understood that there will be a reward if the drawer is opened.
- d. To raise the level of difficulty, close the drawer more and more. When your dog can open the drawer without problems, produce another challenge. Close the drawer completely.
- e. Repeat this exercise until your dog has clearly understood that there is a reward if both drawers are opened.
- f. Now you can include the cone. Hide a treat in the back indentation of the drawer, close the drawer and place the cone on top of it. Your dog now has to realise that the cone has to be removed first before the drawer can be opened.

5. Combination:

After your dog has learned to handle the different elements on its own you can start to combine them. Later you can increase the level of difficulty even further by not filling every indentation with a treat.