HOW TO TRAIN YOUR DOG

with the ACME 'SILENT' DOG WHISTLE

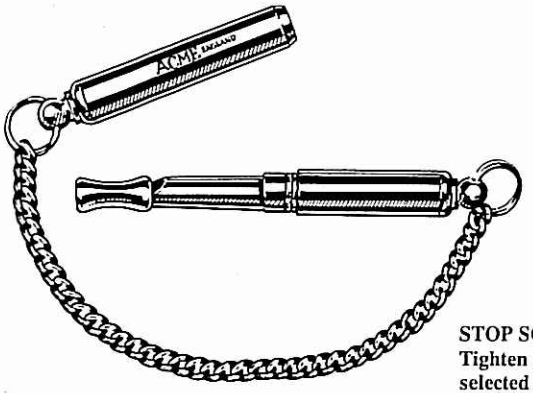
ACME Quality Whistles manufactured in England by:
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INSTRUCTIONS

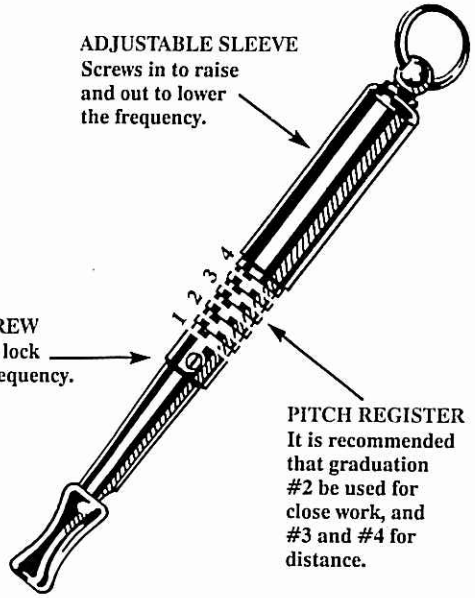
CHARACTERISTICS
The ACME 'Silent' Dog Whistle is precision engineered to produce a range of fundamental frequencies between 5,400 Hz and 12,800 Hz. Although, at this level, the whistle is insignificant to human hearing, a dog, whose ears are far more sensitive to high frequencies, will instantly become more alert to the sound of this whistle than to any other, even one of louder and lower pitch.

DISTANCE
This whistle is effective up to two miles (3Km), subject to weather conditions, and the abilities of the dog and trainer.

DETERMINATION OF NOTE
Always use the same note for the same command.



Improved modern version of the original Silent Dog Whistle, invented by ACME in 1935.



HOW TO COMMENCE
Keep your commands as short and simple as possible. Dogs' hearing is of a very wonderful nature, so much so that they can hear sounds quite inaudible to the human ear. Their sense of smell is also particulary keen and acute, and the most vital of their senses. It is also believed that they can reason, although this is not recognised in a general way, and more attention is being given now to this important subject than ever before. In the following instructions, where the human voice is mentioned, the silent whistle, with a predetermined pitch already set, can be substituted for the verbal command. Your dog will readily distinguish between long, short and multiple whistle commands. This will be particularly appropriate when working over distance.
Commence training the dog not later than six months of age – five months is a good time to start. They are full of pep and vigour then, and with just that frolic of energetic puppyhood which makes training them so interesting. The following words of command fully explain themselves and should be used when training your companion: *Sit,* or *Sit Down, Come, Come Here, Lie, Lie Down, Heel, Heel Up, Seek, Go Back, Go Round, Stop, Car, Danger, Don't Go, Fetch.* Always use identically the same word or words for a given command – this is important as it is less confusing to the dog.

THE THREE AXIOMS
The three axioms in training are: kindness, perseverance and patience. Make it a steadfast rule never to lose your temper – endeavour to keep in mind that the dog must *first* understand in his own mind what it is that you require of him before he can begin to accomplish it. Do not hurry his lessons, complete one lesson before commencing another, and *never* beat or thrash him. Endeavour to get him to have implicit faith and trust in you; on no occasion forget to reward him for obedience. Show him by example and repetition what you require of him, and after he understands one or two lessons, he will quickly respond to succeeding ones, and then your worst trouble will be over.

TO SIT (SIT DOWN)
Press the dog's haunches into a sitting position, using the word *Sit* and move backwards a few paces. If he rises put him back to his *original* position, and reward him with a tit-bit when he sits a short time. Gradually increase the time of sitting until he becomes obedient to the command.

COME (COME HERE)
Give the command *Come* and reward him. Repeat until he becomes proficient. This is one of the easiest lessons to teach him.

LIE (LIE DOWN)
Press the dog gently but firmly into a prone position, making sure that his forepaws are drawn outwards, and at the same time using the word *Down*, withdraw the hands, and if he endeavours to rise up repeat the operation, continually using the word *Down* until he remains, then reward him and use such words as *Good Dog, Clever Dog.* Do not continue this lesson too long to commence with, and never longer than fifteen minutes. Puppies tire quickly without variety.

HEEL (HEEL UP)
Firstly keep a few tit-bits in your *left* hand jacket pocket. Call the dog by his name or use one blast of a whistle or both – the call and then the whistle immediately after. Reward him on your left-hand side with your left hand, the idea being to have him at your left heel, thus leaving your right hand free. Never on any occasion thrash the dog for disobeying this command, otherwise he will associate the thrashing with coming to heel.

SEEK
Procure a hard rubber ball of a size suitable for the dog to carry and throw it out a short distance into growing grass where the ball will be hidden. Keep the dog by your side until you give the command *Seek.* Allow the dog to nose about for the ball, but don't move from your position yourself. Shortly the dog will find the ball which he will immediately start to play with or carry to his kennel. Now you must give the command to *Come* and gently take the ball from him. Never permit him to go off with the ball, but to deliver it *into your hand without dropping it.* The first time he does this reward him well. Further, he must not be allowed to seek for the ball until you give him the command to do so. When he has become expert at seeking, order him to *Sit* and hide the ball a short distance away (never allow him to leave his position) and give him the command to *Seek.* Should he appear at a loss to understand what is required, proceed to look for the ball yourself, using the word *Seek* occasionally. After a few lessons he will quickly deduce what you desire of him. When teaching this lesson do not use sticks or hard substances, as these invariably result in making the dog hard-mouthed, a condition carefully to be avoided. Never allow the dog to go after or carry stones if you wish him to have good teeth.

GO BACK
Secure the dog's attention by showing him the ball and place it where he can see it; walk away from it, with the dog at your heel, say a distance of fifteen yards; stop and face the way you came using the command *Go Back.* At first he will fail to understand the order, so commence to go back slowly yourself always speaking the words *Go Back.* When you arrive at the place where you left the ball, pick it up and show it to the dog, replace it and again walk forward. Repeat until the dog goes back by himself to where the ball lies, allow him to bring the ball to you and reward him well. After he has learned this lesson thoroughly, the same procedure may be taught him to *Go Round*, the only difference being that he goes round in a half-circle, now on the right and now on the left.
The next lesson requires a check-cord:

STOP
Throw the ball out and thereafter give the word to *Seek.* As he goes off, and when about half-way to the object, give the command *Stop* in a sharp and firm voice – halting him at that distance by means of the check-cord; then order him to *Lie Down,* retrieve the ball yourself, and repeat the procedure until the dog stops at the word of command. This lesson requires considerable repetition and frequent rewards.

FETCH
Toss the ball a short distance keeping the dog at your side until you give the command *Fetch, Fetch It.* Do not leave your position, but have the dog bring the ball right up to your hand. When he does so reward him well. (See lesson explaining *Seek*).

DANGER CALLS

CAR DANGER
Have the dog accompany you for a walk along a road where vehicles pass not too frequently, keeping him at your left heel. If he attempts to run after a car stop him abruptly by means of the check-cord, using the word *Danger.* Repeat until he keeps by your side without checking.

DON'T GO
This is a very useful command, and a lesson generally learned without difficulty. Have a friend call the dog to him, and as he starts to walk or run towards him, give the command *Don't Go,* giving him a tit-bit. Should the dog persist in going towards the friend, bring him back to his original position, and repeat the lesson until the dog refuses to move from your side, notwithstanding frequent coaxing and tempting.

The ACME Range

Established 1870
Ask your dealer for full details of the complete ACME range of over 60 whistles, horns, bird calls and musical accessories. Here are just a few:

ACME THUNDERER
Fifteen sizes of traditional pea whistles offering ten different sounds, in solid brass nickel plated, or shatterproof plastic.



#60½ brass nickel plated sports whistle. Offers good breath control and easy blowing with high decibel rating. Officially approved by over 200 sporting bodies worldwide.

ACME TORNADO
Pea-less whistles that can be blown over a range of effort and pitch. Ideal for basketball/indoor sports, water sports (totally unaffected by immersion in water) and for dog training and safety.

#622 medium pitch, square mouthpiece.



#623 penetrating, high pitched, tapered mouthpiece. Official referee whistles with patented top venting system: 1990.



ACME SURVIVAL
#649 lifesaving/rescue whistle.
Safety Of Life At Sea regulations approved, British Admiralty approved; far-carrying sound, unaffected by immersion in sea water, will not adhere to the skin in sub-zero temperatures. The world's finest safety whistle. Walking, sailing, skiing, hunting, essential for the great outdoors.



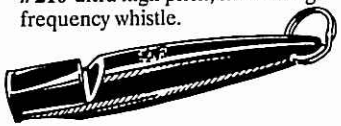
METROPOLITAN
The genuine London Bobbies' whistle invented by Joseph Hudson, our Founder, in 1883 and officially adopted by Scotland Yard in 1884. The modern counterpart is still supplied to police forces throughout the world.



ACME BIRD CALLS
Hand tuned and individually tested calls and decoys, including: duck, crow, pigeon, quail and varmint (predator) calls.

#570 duck call, regular mallard, ideal for most species of duck.

ACME DOG WHISTLES
Specially designed for a dog's sensitive ears. Performance over distance.
#210½ ultra high frequency, single tone.
#211½ standard pitch, single tone.
#210 ultra high pitch, fluctuating frequency whistle.



ACME HORNS
Three basic sizes with a choice of reeds, perfect for all general signalling requirements whether on land or for marine use off-shore.

ACME MUSICAL WHISTLES
Including sirens, symphony horns, song whistles and train and boat whistles.

ACME
Precision engineered for performance and finish. The finest and widest range from the world's first name in whistles.

