

TRIXIE



Dog
ACTIVITY

Finger-Clicker

Optimal für Erziehung und Ausbildung

GB Finger-Clicker
Ideal for training

F Clicker doigt
Idéal pour le dressage

I Clicker da dito
Ideale per l'addestramento

Art.-Nr. 22860

GB General Information about the *Clicker*

The *Clicker* is an excellent tool for education and training of your pet. Training with the *Clicker* is independent of age; it works for puppies as well as for full grown animals.

To get optimal results precise timing when to use the *Clicker* is essential.

How Animals Learn

Animals learn by trial and error and by immediate responses – praise/reward or punishment – following their actions. An animal will not understand educational measures which come even a few seconds later, even if only such a short time span is between their action and their owner's reaction.

You should also bear in mind that – even if your dog ran away – playing with another dog represents a reward for him. Therefore it is vital to prevent misbehaviour, i.e. behaviour you do not desire. Instead, teach your pet alternative behaviour step by step. Example: If another dog appears, your dog has to look at you until you allow it to play – or sometimes you just walk on. Even a dog who was allowed to make his own decisions for years about when to run up to another dog and play, can alter this behaviour with suitable training. The essential factor in the training is to reward even the onset of correct behaviour at exactly the right moment, and for that you now have the *Clicker*.

The Principle of the *Clicker*-Training

Imagine the following situation: somebody waves a 50 € note under your nose and says 'Follow me to Market Square and don't take your eyes off the 50 € note. Once we are there, the cash is yours.' You do as instructed and get the money as a reward.

Now imagine that you are back at the start. Would you know the way to Market Square? No, because you kept your eyes on the 50 € note the whole time, and didn't notice which way you were walking.

If someone had said to you before the first attempt, that you can collect 50 € in Market Square if you can find the way there, you would have started off just as motivated as in the first situation. Maybe you would have taken a few wrong turns, but in the end you would have arrived in Market Square – and be able to find the way again.

This is the principle of the *Clicker* training. Your pet learns, step by step, to work out how to do an exercise. This way the exercise is easy for him to understand and he is able to repeat it.

The Jackpot

Clicker is like playing the lottery. The animal does not know if the next attempt will be the jackpot or not. The jackpot could be a huge portion of treats, or extensive playing, or extra stroking and patting – but it will be something your pet likes best. The jackpot is very important for keeping the clicking interesting for your pet. You should use it sparingly, roughly for every thirtieth 'Click'.

How it works

Your pet understands a 'click' to mean 'I like what you are doing right now'. The exercise is now finished and your pet gets a treat.

At first, of course, your pet needs to learn what the "click" means for him. For this you need small treats (no bigger than the size of a pea), the *Clicker* and your pet.

For your first training session, choose a peaceful location, preferably indoors. At the beginning, only click from inside a pocket, or wrap a tea towel around your hand with the *Clicker*, so that your pet doesn't get a shock from the first sound of the *Clicker*.

First exercise: Press the *Clicker* once, take a treat and give it to your pet. Repeat this procedure 15 to 20 times. Do not talk. If your dog barks or jumps up at you, ignore it. If your pet tries to steal the treats, prevent him from doing so. This exercise should be repeated the next day. By now your pet should have understood that for every 'click' there is food. The sound of the *Clicker* changes from meaningless noise to the promise of food.

This sequence is always applicable: 'click', reach for food, food to pet. Never press the *Clicker* to get your pet's attention or to call him.

Now your dog needs to learn that he can produce the 'click' himself, by his behaviour. **He will learn to pay attention to actions that please you.**

Starting the Training

As the first exercise 'Watch me!' or 'Look!' are especially suitable. Your pet learns to give you his full attention by looking at your face. Later on you can attract your pet's attention in any situation. However, this will only work if your pet can do this exercise really well. Put your dog on a lead to prevent losing him. Hold the lead loosely in your hand or put one foot on the loop. Put the treats into your pocket or place them behind you out of the dog's reach.

1. 'Watch Me!'



Now you have to be really patient. Your dog will learn to look at your face without your addressing him.

At the beginning your dog will probably look away from you. At even the smallest movement of his head in your direction show him with the *clicker* that he is on the right track: Dog moves his head, 'click', food. Aim for small milestones, that way you and your dog will have more moments of success. The easier it is for your dog to reach the milestones, the more fun he will have with the training.

Don't expect too much. Only do one step of the programme in each training unit. That means: in the first unit your milestone is that the dog moves his head. Repeat this 10 -15 times. Then put the goal higher: your dog has to look at you for the 'click' and the treat to follow. Once you have repeated this several times, raise the level of difficulty again: Your dog makes a step towards you and looks at your face. This leads to 'click' and a treat.

Never practise more than three minutes in one go and only once a day; and not directly after feeding time if possible. A full food bowl can be the jackpot instead of a single treat after the last click of the training phase.

The Command

Your pet must master an exercise before you give it a name. Up to now, your pet has learnt to look at you as soon as you start the training. Once you are sure that your pet has understood that this is about looking at you and he will do it again and again, increase the level of distraction. Try practising in the garden instead of in the house, then whilst out for a walk and finally, when other dogs are around. Important: if the distraction becomes too much at any time, and your pet won't look at you, take a step back and practise

with less distraction. As soon as everything runs smoothly with a high level of distraction you can progress to the next phase. Don't click after every look, but after every second, then after every third, then again after every look your dog gives you. Once your pet is able to repeat the desired behaviour with high levels of distraction and variable reinforcement, you can give the exercise a name. You are telling your pet what the thing he has been doing the whole time is called. The next time your pet looks at you, say the command (e.g. 'Watch me' or 'Look'), then press the *Clicker* and give him a treat.



Needless to say, this phase must also be repeated several times, until your pet has connected the command with the exercise. As he worked through every stage of the exercise from turning his head at the beginning to looking directly into your face at the end, he really knows the exercise now and will finally do it on command.

Later it is also possible without food

After you have diligently practised the command, you do not need the *Clicker* any more - for this exercise. Now you can use the command alone to trigger the desired behaviour from your pet – without a 'click' and without food. If later you do click during this exercise, remember that a treat must follow each click.

2. 'Heel!'

If your dog pulls you along on walks, teach him to walk on a loosely held lead. This exercise can be separated into several milestones.

If your dog pulls, just stop and wait. Your dog will look back at you in surprise, he gets a 'click' and food. Now your dog has understood that he is not alone on the lead. Every time the lead tightens, stop. After a while it is not enough for your dog to look back, that's another milestone. The next click will only follow once the dog turns his body. Next your dog actually has to make a step towards you before there is a 'click' and a treat.



After a few training phases your dog will walk on a loose lead. From now on only 'click' and give a treat when your dog is walking at your side. 'Walking at heel' is perfect if your dog also looks up at you expectantly while doing it.

3. 'Down!'

Another important command is 'Down'. Hide a few treats under your hand holding it flat on the ground. Surely your dog will find this interesting, and looking at your hand provides him with a first 'Click!'. Then you lift your hand so the dog can eat the treats as reward. Continue with new treats under your hand. This time your dog has to investigate your hand more closely to get a 'click'. In the next phase your dog sits down and digs for the treats. Those are two important milestones leading to 'Down'. When your dog tries to get the treats with his paw, pull your hand towards you a bit. Your dog's paw will follow and he is almost lying by now: 'Click!' and treat to follow. When no 'click' follows, your dog has to try something new. He will lie down. Perfect!



After a few times you need no more treats under your hand. Your flat hand on the ground signalizes to your dog to lie down. In each new training phase hold your flat hand a bit higher and you can additionally introduce the command 'Down!'.



4. 'Come!'

For training 'Come' you will need an eight- to ten-metre lead. You should practise this exercise with distractions from the start. As soon as your dog turns round to look at you, you give the first 'click' and a treat.





As with walking on a loose lead, you next ask your dog to turn around in the next step. Later the 'click' only follows if your dog makes a step towards you. In each following phase he has to approach you more until he sits in front of you full of attention. As a reward jackpot for this exercise 'Lead off' and 'Run' work best.



5. Retrieving: 'Fetch!'

A nice trick for your dog, which can be quite useful, is bringing things. If you want to, you can train your dog to fetch the phone or your slippers for you on command. At first 'click' for any interest shown in the lead. Next your dog will have to pick up the lead to get a reward. In the next phase you dog has to walk towards you with the lead in his mouth. Retrieving is perfect once the dog brings you the lead.



The Governing Principles

Here is a summary of the individual steps, according to which you can practise any desired behaviour with your pet and with the *Clicker*.

1. Think about what you want your pet to learn.
2. Divide the exercise into separate, small milestones.
3. Only cover a maximum of one individual milestone per training unit.
4. Don't forget to include a jackpot occasionally. The training should always be fun.
5. Practise with more and more distractions.
6. Progress to variable reinforcement.
7. Introduce a command.

We wish you and your pet a lot of fun and success with the various exercises. Please remember that it is necessary to set small milestones in order to reach the final goal. This trains your pet in a playful way and strengthens your relationship with each other.

D Finger-Clicker

- mit Clicker-Taste
 - gewährleistet konstant gleichbleibendes Geräusch
 - effektive Ausbildung mit der Signalton-Methode
 - immer griffbereit durch die Befestigung am Finger mithilfe der Schlaufe
 - drehbare Schlaufe ermöglicht individuelle Handhabung
 - für Hunde, Katzen, Kaninchen und Vögel geeignet
 - inkl. Anleitung mit Tipps und Tricks für das optimale Training
- Bei der Verwendung des *Clickers* wird Ihr Tier bei jeder richtigen Handlung gelobt. Das akustische Signal bestätigt ihm: „Das hast du toll gemacht“.

Das Trainieren Ihres Tieres beruht auf folgenden Grundsätzen:

1. Tiere reagieren vorrangig auf Töne und akustische Signale und nicht auf Sprache.
 2. Tiere lernen leichter, wenn die Töne und die Signale gleich bleiben.
 3. Eine Belohnung für richtiges Verhalten schult Ihr Tier besser als eine Strafe für unerwünschtes Verhalten.
 4. Ein Ausbleiben der Belohnung ist die größte Strafe.
- Nähere Informationen entnehmen Sie bitte dem beigefügten Heft.

GB Finger-Clicker

- with clicker button
- consistent sound
- effective training due to signal sound method
- always at hand due to finger attachment
- turnable loop allows individual handling
- suitable for dogs, cats, rabbits and birds

When you use the *Clicker* your pet will be praised for each action carried out correctly. The acoustic signal informs your pet: "Well-done!".

The training of your pet is founded on the following principles:

1. Pets respond more to sounds and acoustic signals than to speech.
 2. Pets learn more easily if the sounds and acoustic signals stay the same.
 3. A reward for correct behaviour is a better training method for your pet than punishment for undesirable conduct.
 4. An absence of praise is the severest form of punishment.
- For further information concerning the use of *Clicker* please have a look at our website www.trixie.de.

F Clicker doigt

- avec bouton clicker
- assure un son uniforme
- dressage efficace grâce au signal sonore spécial
- toujours à portée de main grâce à la fixation boucle au doigt
- la boucle orientable permet une manipulation individuelle
- utilisable pour chiens, chats, lapins et oiseaux

En utilisant le *Clicker*, votre animal entend un signal sonore lui confirmant son bon comportement. Le signal sonore lui indique: „bien joué!“.

L'éducation de votre animal dépend des règles fondamentales suivantes:

1. L'animal réagit aux sons et signaux sonores et non au langage.
 2. L'animal apprend plus facilement si les sons et signaux donnés restent toujours identiques.
 3. Une récompense pour un comportement mérité est bien plus valable qu'une correction infligée lors d'un mauvais comportement.
 4. L'absence de récompense est la punition la plus sévère.
- Le site www.trixie.fr contient des conseils utiles concernant l'utilisation du *Clicker*.

I Clicker da dito

- con pulsante
- suono uniforme
- segnale sonoro speciale per un addestramento efficace
- sempre in mano grazie alla fascetta per fissarlo al dito
- l'anellino girevole consente una presa individuale
- indicato per cani, gatti, conigli e uccelli

Usando *Clicker*, il vostro animale sarà gratificato per ciascuna azione eseguita correttamente. Il segnale gli conferma il suo buon comportamento.

L'addestramento del vostro animale dipende dalle seguenti regole fondamentali:

1. L'animale reagisce meglio ai segnali sonori che alle parole.
 2. L'animale apprende più facilmente, se il tono dei vostri segnali acustici, è sempre identico.
 3. Una ricompensa per un corretto comportamento è il metodo di addestramento migliore rispetto ad una punizione inflitta per un comportamento indesiderato.
 4. La punizione peggiore per un animale è quella di privarlo della ricompensa.
- Il sito www.trixie.it contiene consigli utili per utilizzare il *Clicker*.



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TRIXIE Heimtierbedarf
Industriestr. 32 · 24963 Tarp
GERMANY · www.trixie.de