



Two dog training apps available
Videos and useful advice at your fingertips!

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THE FRIENDLY DOG CLUB



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WELCOME TO THE FRIENDLY DOG CLUB A few simple rules:

DO:

- **ARRIVE** in plenty of time to settle your dog and yourself. If you feel flustered so will your dog.
- **BRING** your clicker. (it may help to have it on an extendable clicker holder), a pooch bag and have the dogs on a flat collar, headcollar or harness with a flat lead. **NO CHECK CHAINS OR FLEXI LEADS**
- **WEAR SUITABLE CLOTHES** Flat shoes, trousers, trainers. You will be bending and moving!!
- **BRING** plenty of treats that your dog likes and can tolerate, these can be shop bought dog treats, hot dog sausage, chicken, liver cake. You need a variety of sizes (puppies only need small treats, but you may need a larger piece to get their attention). Not too crunchy and they should be in a suitable easy to access bag (bum bag, shoulder bag, clip on treat bag) **NOT** in a plastic bag.
- **BRING** your clicker (it may help to have it on an extendable holder), poochbags, flat collar and lead. **NO CHECK CHAINS, SLIP LEADS OR FLEXI LEADS.**
- **CALL IF YOU MISS A CLASS** Please give us call and let us know.
- **PRACTICE** what we have been doing in class at home
- **LOOK AT** and download our dog training App for iPhone and iPad at www.dogtrainingapp.info

DO NOT:

- **FEED** your dog just before the class. Your dog will feel more comfortable and pay more attention to you with an empty tummy.
- **BRING YOUR DOG** to class if they are in season, have kennel cough, conjunctivitis, sickness, diahorrea or mange
- **ALLOW** your dog to hassle other dogs in the class. Not all dogs are friendly.
- **GIVE** treats to other dogs in class without asking their owner first.

ENJOY YOUR EVENING

If things go wrong between classes, speak to one of the team of trainers and ask for help.

THINGS YOU WILL LEARN

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| <ul style="list-style-type: none"> • Left side walking • Sit, Stand, Down • Come when called • Stay • Targeting | <ul style="list-style-type: none"> • Accepting new people • Accepting new dogs • Accepting handling by you and a stranger • Accepting being left |
|--|--|

Whistle Training

There is no threat in a whistle where as the tone of your voice can sometimes sound threatening, also the dog may respond to one persons voice better than another (i.e. adult better than child). With a whistle all are equal. A pitched whistle will travel further.

1. **If you have a poor recall, providing you tune the dog in correctly to the whistle, you can regain control.**
2. **Stop immediately i.e. in the case of an emergency.**

First purchase a pitched whistle either a 10.1/2 or 11.1/2. Note the pitch in case the whistle gets lost, so you can then replace it.

Place the whistle on a cord of boot lace so it can be worn around your neck.

Decide without the dog being present what kind of peep or peeps you are going to use i.e. 4 or 5 peeps, stop and repeat if necessary, for recall; one blast for a stop. Remember the dog's hearing is a 100 times better than ours, so nothing too ear splitting.

How to tune the dog in: Recall

Always use the same peeps and make sure that the rest of the family are doing the same.

- Prior to placing the food bowl on the floor, blow the whistle.
- Prior to placing the lead on dog, blow the whistle.
- Prior to playing a game or anything else the dog finds rewarding, blow the whistle. The dog will soon learn that the whistle means reward and return to you as a conditioned response. **Do Not** put this to the test out of the confines of your own home until you can guarantee a 100% response with distractions at home.
- When you are out on a walk make sure the dog is committed to coming to you and as it is returning blow your whistle.
- Place the dog on a Flexi lead or long line so you can guarantee the response. When there are **NO** distractions blow the whistle only reward the best behaviour i.e. fastest recall. Anything less cannot be rewarded.
- Keep doing this until your dog immediately comes to you when you peep on the whistle.

More Rules for Clicker Training

Click is a "magic sound" that says to the dog :

a) YES and b) PAYOFF (treat) is coming.

The dog learns that if he does certain things he will get a click and treat.

So he learns to make you play the game of "click & treat" (C&T) by doing things you want. E.g. sit, down, heel, come, stay, target stick or mat

CLICK & TREAT OFTEN!

GET THE BEHAVIOUR TO HAPPEN

FREQUENT CLICKS MAKE FOR A TUNED IN DOG

CLICK THINGS YOU LIKE

1. *Whenever you click, give your dog a payoff.*
2. *Click = "good job". It is NOT a command.* Click "marks" correct behaviour.
3. *Click marks the end of the behaviour.* If your dog gets up when you have clicked for lying down that is OK.
4. *Work on one behaviour at a time.*
5. *Take a break, play, or move to a new location before working on new behaviour.*

TARGETING STICK or MAT

Dog should be tuned in to clicker, Offer target stick or put mat on floor.

Dog looks at stick/mat = click & treat, Dog sniffs stick/mat = C&T

If necessary dip stick into something tasty so dog will sniff it = C&T

Keep repeating until dog will touch the stick/mat as you offer it = C&T

Wait for dog to touch stick/mat twice = C&T

When 95% sure dog will touch stick/mat when offered add the command word 'touch' or 'mat'

Target stick/mat offered = say 'touch' or 'mat' = dog touches stick or goes on mat = C&T

20 – 50 repetitions before dog actually understands cue/command

The Importance of the Clicker

The clicker accurately identifies correct behaviour. Because the clicker is faster than verbal praise, it is more precise. In the time it takes to say 'good boy', an animal may perform the desired behaviour and then offer an unwanted response. For example, the animal can't tell if the trainer liked the 'SIT' or the 'jumping up on the trainer' that occurred a split second later. Timing is very important!

The clicker can also work from a distance. It is impractical to try to toss a treat into an animal's mouth at the exact moment that a desirable behaviour occurs. The clicker bridges the gap from the instant the animal performs the correct response and the time it takes to actually deliver a treat. Marine mammal trainers actually call this a 'bridging stimulus'.

The clicker can take the place of actual treats. Just as verbal praise has the ability to maintain a behaviour in the absence of treats, the clicker can motivate an animal to work through 'dry spells'.

The clicker can take your dog's mind off the actual reinforcement. Some dogs are so motivated by food that the slightest hint of a treat ruins their concentration. The solution to this is to establish the clicker as a secondary reinforcer. Because there is a slight delay between the click and treat, it forces the dog to focus on the behaviour that 'causes' the click rather than the food that comes after.

The clicker helps to define the end of the behaviour. When teaching a dog to stay, for instance, the click indicates how long the animal must remain in one spot before a reinforcement is possible. If the dog moves before you click, withhold the treat and try it again.

The clicker can be transferred easily from person to person. While the unique sound of your voice can be a powerful motivation for your dog, it also has a major drawback. If Fido is conditioned to respond to your voice only, it will be difficult for someone else to assist you in training your dog. A clicker can offer two distinct advantages for your training program. First, there are times when the person actually handling a dog is not in the best position to observe perfect performance. A 'clicker toting' observer can help capture impeccable behaviour - even if your back is turned. Another advantage to using a non-personal secondary reinforcer is the ability to help an animal transfer its attention to a new handler. Timid animals, who are clicker trained, are much more likely to associate good thoughts with anyone who clicks and treats.

An Introduction to Clicker Training

Clicker training is one of the most modern, effective and enjoyable methods available. Based on sound scientific principles, this tool will allow you to communicate with your dog and train him to do practically any action you choose.

What is a clicker? A clicker is a small plastic box containing a piece of flexible steel. When pressed at one end, it makes a distinctive 'click' sound which can be taught to have meaning to your dog.

How does it work? After a few repetitions, your dog learns that the sound of the clicker means he's done the right thing and that a reward - food, play, affection - is on its way.

How will my dog understand what it means? Your dog will make the association between the clicker and goodies by repetition and reward. The sound of the clicker marks the dog's action as being right. A bit like putting a 'tick' next to a correct sum on a page.

Why is the clicker so effective? It is always positive and highly accurate. You can give clear information to your dog about his actions up close, or from a distance, without your feelings about your boss or the weather being expressed, as they often are in your voice! The clicker rewards actions you like - simply ignore the actions that you don't.

How do I start? Make sure you and your dog are somewhere calm and quiet, such as your lounge or the garden. Have some really tasty, small treats, such as cheese, sausage, or chicken at the ready. Hold the clicker behind you back to begin with - there is no need to point it at your dog, and you should avoid clicking too near his ears!

- * Say your dog's name in a happy voice
- As soon as he looks at you, click and give a reward.
- Repeat this five or six times.

- Soon, your dog will start to understand the meaning of the clicker and will react to the sound. He will be thinking, 'Great, where's my treat?!'
- You will also have taught him to pay attention to you when you say his name! Now you are ready to move on to other exercises and tasks.

SIT

- Keep quiet and show your dog you have a food treat in your hand. Put it on his nose, right up close. Now lift your hand up and back so he has to look right up to follow your fingers. The movement of him looking upwards like this causes a physical chain reaction - his rear end has to go down.
- Suddenly your dog is sitting! The moment his bottom hits the ground, click, then give your dog the treat.
- Repeat this a few times. (If your dog's front legs come off the ground, your hand is probably too high).
- Now you can say the word SIT just before you move the food lure. In a matter of minutes you have taught your dog a verbal request to sit, plus a really effective hand signal. Congratulations!
- Now, you need to phase out the food lure. With no food in your hand, ask your dog to sit. If he does so, click immediately, then give your treat. If he does not sit help him with the hand signal, the when he sits click and treat.
- Practise until your dog's sits are really quick and reliable by asking him to sit before he gets anything in life that he wants - dinner, lead put on, let in the garden - it's his way of saying please.

LIVER TREATS: Ingredients: 1 lb liver, 1 clove garlic (optional)
Method:
 Bring liver to the boil in a little water (adding the garlic if you like). Simmer for 5 minutes until cooked. Drain and cut into small pieces. Spread on baking sheet and bake at about 150 degree C for about half an hour. Turn off oven and leave until cold (a bit like meringues).
 PS. It smells pretty awful! It doesn't keep very well, so freeze what you do not need in small parcels for future use.

LIVER CAKE:Ingredients: 1 lb liver, 1 lb granary flour, 3 eggs, 2 cloves of garlic (optional), Oil, Milk
Method:
 Liquidise liver with eggs, milk, a little oil and garlic in blender. Add to flour and mix. Put into a microwave dish/cake tin and cook on full power for about ten minutes. Cut the cake into slices and freeze. Take out of freezer when required.