

The DogSmith®

Management Tools

for You and Your Pet Dog



1. Teach Me a 'Target'
2. 'Let Me Out'
3. 'Keep Me Busy'
4. 'Keep Me Tired'
5. 'Keep Me Safe'

Copyright The DogSmith® 2010

All Rights Reserved Worldwide. May not be copied or distributed without prior written permission

The DogSmith®
Helping Dogs Become Family!



Castle Creek's Chloe, SH, CGC
Owned by Rachel Williams & Corne Kruger

www.DogSmith.com 1-888-Dog-Smith

Management Tools

Tool #1: Teaching a 'Target'

Goal: To create a 'target' cue that you can use to manage your dog's behavior and help develop new training behaviors.



Resources: You will need a ball and a tug-toy that you can play tug with. You will also need a bowl filled with treats the size of your little fingernail and your training word ('yes').

Training Steps

-  Hold the palm of your hand toward your dog. If your dog looks at your palm, touches it, smells it or just moves toward it, say **'yes'** and give it a treat. Repeat this 10 times or until you see that your dog recognizes that it must touch your hand with its nose to get the **'yes'** and a treat.
-  Once your dog is actively and consistently tapping your hand with its nose to get a treat, we want to attach the verbal cue **'touch'** to its behavior. Do this by saying **'touch'** as your dog touches your hand with its nose. Then say **'yes'** and give it a treat. Repeat this 10 times.
-  The next step is to only say **'yes'** and deliver a treat to your dog for touching your palm **after** you ask it to by saying **'touch.'** Repeat this 10 times.
-  Put your hand down, then put your hand back up and say **'touch.'** As your dog touches your hand, say **'yes'** and give it a treat. Your dog should now touch your hand on request. Repeat 20 times.

Tips: You can now generalize this behavior to many different objects such as a tennis ball or a toy.

DogSmith®

Management Tools

Tool #2: 'Let Me Out'

Goal: To teach your dog to ring a bell when it needs to go outside.



Resources: You will need a short rope with a couple of small bells on the end, a bowl with treats the size of your little fingernail and your training word ('yes').



Training Steps

-  Using the skills you learned from *Management Card #1: Teaching a 'Target'*, teach your dog to touch the bells you have positioned by the door.
-  Once your dog is actively tapping the bells with its nose to get a treat, attach the verbal cue, 'go out,' to its behavior. Say 'go out' to your dog and as it touches the bells with its nose, say 'yes' and give it a treat. Repeat this 10 times.
-  Now when your dog taps the bells, say 'yes' and reward it with a treat - then open the door and take your dog outside. Repeat 10 times.
-  Consistently have your dog ring the bell before you let it out. Your dog will learn that ringing the bell opens the door.

Tips: If your dog has accidents in your home download our free housetraining e-book, 'Ten Steps to Housetraining Your Dog,' from The DogSmith website.

DogSmith®

Management Tools

Tool #3: 'Keep Me Busy'

Goal: To keep your dog mentally active and stimulated.



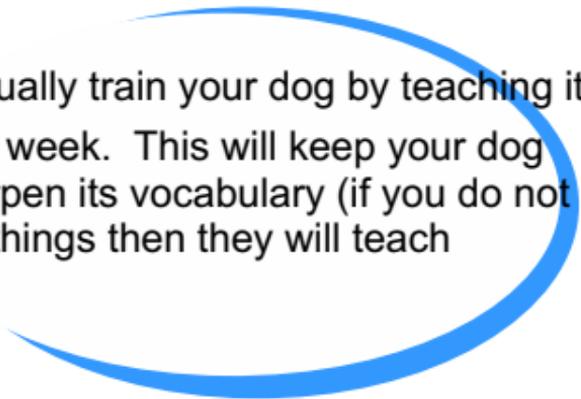
Resources: You will need interactive toys, Kongs™, balls, tug toys, and The DogSmith training cards. Be creative, you can use any number and type of toy.



Training Steps

-  Each day give your dog a stuffed frozen Kong™ (or any 'stuffable' chew toy). To make a stuffed frozen chew toy simply fill the stuffable toy with your dog's kibble, topped off with peanut butter or cream cheese (to stop the kibble from falling out) then put the toy in the freezer for a couple of hours.
-  Schedule a weekly doggy play-date with a friend so your dog continues to socialize with its 'own kind'.
-  Incorporate the DogSmith training card skills into your dog's daily life to keep its mind active. You should train your dog for 5-minutes, twice each day. This will keep your dog's mind active, learning and solving problems.

Tips: Continually train your dog by teaching it a new trick every week. This will keep your dog thinking and sharpen its vocabulary (if you do not teach them new things then they will teach themselves!).



Management Tools

Tool #4: 'Keep Me Tired'

Goal: To keep your dog well exercised.

An exercised dog is a tired, well behaved dog. Give your dog a minimum of two 20-minute, high energy, fun exercise sessions each day.



Resources: You will need a tennis ball or any toy your dog likes. You will also need an area of secure, fenced land so you can throw a toy for your dog to fetch and retrieve. If you do not have a safe fenced area then attach a 20-foot line to your dog for safety.



Training Steps

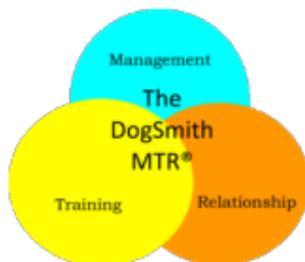
-  Have your dog 'target' (see Management Card #1) the toy. When your dog is tapping the toy consistently stop rewarding it. Your dog will eventually grab the toy hoping to get a **'yes'** and a treat from you.
-  Repeat the exercise of letting your dog grab the toy, then say **'yes'** and give it a treat. Repeat this 10 times while you are holding the toy. Next, put the toy on the floor and when your dog grabs it, say **'yes'** and give it a treat. Repeat this 10 times.
-  Now throw the toy about 3 feet from you and repeat the last step above. Your dog should go to the toy. When your dog grabs it, say **'yes'**. Your dog should now return to you with the toy to get its treat. Repeat this 10 times.
-  Gradually increase the distance you throw the toy. Only give your dog a treat every third time it brings the toy back to you. On the other occasions, throw a different toy for your dog to retrieve.

Tips: Make this a game for your dog. Have fun and be animated. It is very easy to exercise a dog, even in a small yard, if they will run and retrieve a toy.

Management Tools

Tool #5: 'Keep Me Safe'

Goal: To create a safe and comfortable place where your dog is happy to call its own. Crates are great management tools and can prevent your dog from developing inappropriate behaviors by keeping it safe when you cannot directly supervise it.



Resources: You will need a dog crate that is large enough for your dog to stand up, turn around and lie down in when it is relaxed. You will need a selection of interactive toys including a couple of Kongs™ (or similar chew toys) that you can stuff with goodies. The crate will need a comfortable crate matt and room for a water bowl.

Training Steps

-  Feed your dog in its crate. Initially place your dog's food bowl at the front of the crate but over a few days gradually move the food bowl toward the back of the crate.
-  Every now and then throw a treat into the crate so if your dog wanders in it will find a yummy surprise. Store your dog's toys in the crate so it will have to go into the crate to get one.
-  Send your dog into the crate to target something and then call it back out after it has successfully touched the target. (see Management Card #1)
-  Attach a verbal cue to the 'going into the crate' behavior such as '*load up*', '*crate*', '*bed*' or whatever you want to use. Make this fun and high energy.
-  Every third time your dog goes into its crate, have it 'sit' or 'down' in the crate before you call it back out. Gradually have your dog spend longer periods in its crate with the door closed. Be sure to give it chew toys or toys stuffed with kibble.

Tips: Never use the crate as a punishment. The crate should be a safe place for your dog.