

DELICIOUS CHEW TOY TRAINING – CHEAT SHEET

FOR A DOG WITH FOOD AGGRESSION RELATED TO DELICIOUS EDIBLE CHEW TOYS

TRAINING SESSIONS: Progress through the following steps (should take 5-30 sessions), as long as the dog and trainer are relaxed, comfortable, and are enjoying the training session. At each step, the trainer should occasionally say the dog's name (Name Game) or get its attention with a soft noise, to ensure that the dog is willing to remove its attention from the delicious chew toy (DCT). *For more information, please refer to "Delicious Chew Toy Training Detailed Version."*

INSTRUCTIONS:

- Trainer remains stationary and tosses treat immediately adjacent to the dog's DCT. Gradually toss the treat further and further away from the DCT, to a maximum of six to ten feet.
- Trainer walks around the room while tossing the treat immediately adjacent to the dog's DCT. Gradually toss the treat further and further away from the dog's DCT, to a maximum of six to ten feet.
- Trainer starts picking up DCT when the dog is moving toward the treat (that was tossed six to ten feet away from the DCT).
- Trainer intermittently (and then consistently) requires that the dog 'sit' in order to gain access to DCT again.
- Trainer gradually begins to pick up DCT when tossing treat closer distances to the DCT.
- While the dog is chewing, the trainer lures the dog's head away from the DCT with treat and picks up the DCT while feeding a treat from the other hand.
- While the dog is chewing, the trainer cues the dog to sit, and picks up the DCT while the dog is sitting and then immediately returns the DCT to the dog (and releases the dog from sit).

Next levels of training:

- Practice with the DCT in different rooms/locations.
- Practice with a more valuable type DCT
- Practice with different people.
- Practice in 'real life', at mealtimes

DELICIOUS CHEW TOY TRAINING (DETAILED VERSION)

For a dog with food aggression related to delicious edible chew toys

GOAL: To teach the food aggressive dog to behave in a friendly or neutral manner around a delicious chew toy (DCT). The dog should learn that the delicious chew toy is NOT a source of stress or conflict, and that good things happen when we are near the DCT

GENERAL RULES:

- Evaluate the dog to find two to three different types of treats that the dog LOVES.
- Begin training exercises with the lowest value DCT.
- Training session should last 5 to 10 minutes, and should occur once to twice daily at mealtimes.
- The dog should NOT be stressed by your presence. If the dog is stressed, you need to be farther away from the dog and/or need a lower value DCT.
- If the dog is not interested in the game or shows signs of stress, modify your training plan, or end the session and try again at a different time.
- If the dog demonstrates stiff body posture, shows teeth, growls, snaps, attempts to bite or bites, allow the dog to HAVE what it is guarding. Immediately, slowly and calmly move away from the dog and end the session.
- In each new training session, always begin at a much easier step than you ended on in the previous session. A dog's tendency to be possessive may vary from day to day.
- Every time you make the game more challenging (change the game AT ALL, i.e., working with a new person, starting to move around after only doing sessions while sitting), you must decrease the difficulty of the task (make it less stressful for the dog to willingly leave the DCT).
- Throughout these exercises, occasionally toss or drop a treat directly near the DCT (to teach the dog that when a hand is approaching, it is bringing good things).
- Progress at the dog's comfort level. Depending on the dog's possessiveness, you may progress through every step during your first training session, or it may take a 30 sessions to safely and successfully get to the final step.
- While doing these sessions, you may wish to desensitize and counter-condition the dog to the fake hand used in testing by presenting the fake hand to the DCT (with a viable treat in its hand) approximately four to five times, toward the end of a session.



CENTER FOR

Shelter Dogs

A PROGRAM OF THE ANIMAL RESCUE LEAGUE OF BOSTON

(next)

TRAINING SESSIONS - PROGRESS THROUGH THE FOLLOWING STEPS (SHOULD TAKE 5-30 SESSIONS)

1. Train the dog to 'sit' before you give the dog the DCT.
2. Give the dog the DCT and allow the dog to settle in to chewing on the DCT.
3. Always trade the item that the dog is potentially possessive of for something that the dog considers of higher value (TASTY treats).
4. As long as the dog and trainer are relaxed, comfortable and are enjoying the session, progress through the following step(s). At each step, the trainer should occasionally say the dog's name or get its attention with a soft noise, to ensure that the dog is interested in the training exercises and willing to leave the DCT. It may take one session to progress through all of these steps or it may take thirty; progress at the dog's comfort level.
 - Trainer remains stationary and tosses treat immediately adjacent to the dog's DCT.
 - Gradually toss the treat further and further away from the DCT, to a maximum of six to ten feet. The dog should willingly leave the DCT to get the treat every time.
 - Trainer continues to walk around the room during sessions, but gradually tosses the treat further and further away from the DCT, to a maximum of six to ten feet. The dog should willingly leave the DCT to get the treat every time.
 - Trainer starts picking up the DCT when the dog is moving away from the trainer and toward the treat that was tossed six to ten feet away from the DCT and the trainer.
 - Trainer intermittently (and then consistently) requires that the dog 'sit' in order to gain access to the DCT when the dog returns after eating the treat.
 - Trainer gradually begins to pick up DCT when tossing treat closer distances to the DCT.
 - While the dog is eating, the trainer lures the dog's head away from the DCT with treat and picks up the DCT with one hand while feeding a treat from the other hand.
 - While the dog is eating, the trainer cues the dog to sit, picks up the DCT while the dog is sitting and then immediately returns the DCT to the dog (and releases the dog from sit).
5. Next levels of training:
 - Practice with the same item (i.e., rawhide chew), in different rooms/locations.
 - Practice with a more valuable type of DCT
 - Practice with different people.
 - Practice in 'real life', at mealtimes.

(next)

ADVANCED/OPTIONAL EXERCISES: AFTER YOU HAVE SUCCESSFULLY COMPLETED ALL STEPS ABOVE SESSIONS

1. Pet the dog while it is chewing on the DCT, initially with the fake hand and subsequently with your real hand.
 - A. Pet with one stroke and then give the dog a treat.
 - B. Praise while you are petting
2. Put your hand near the DCT while the dog is chewing.
 - A. Initially with a treat in your hand, and eventually without a treat in your hand (treat is a reward instead of a lure)

ASSESSING PROGRESS

1. Assess the dog's progress during training sessions on a daily basis. Use 'delicious chew toy training log' to record daily evaluation. Signs of progress are: lower numbers (1 – 5) on questions 2, 3, and 4.
2. Complete the following questions, after every session:

Did the dog maintain interest in the item for the majority of the session?

- A. Yes
- B. No

Rate the dog's severity of possessiveness of the item (1 – 5). Pick the option on the rating scale that most closely corresponds to the most severe behavior seen during the training session.

- 1 = no possessiveness
- 2 = moves away with item
- 3 = tense body posture
- 4 = lifts lip and/or growls
- 5 = snaps and/or bites

Rate the dog's frequency of possessiveness of the item (1 – 5). If you rated the dog above '1' on the previous question, rate HOW OFTEN the dog was possessive. If you selected '1' on the previous item, you should pick '1' here too.

- 1 = never possessive (0% of time)
- 2 = possessive 1-25% of time
- 3 = possessive 26-50% of time
- 4 = possessive 51-75% of time
- 5 = possessive 76 – 100% of time

Rate the dog's progress, compared to previous sessions.

- 1 = dog is significantly BETTER (less possessive) than during previous session
- 2 = dog is slightly BETTER than during previous session
- 3 = dog is the SAME as previous session
- 4 = dog is slightly WORSE (more possessive) than during previous session
- 5 = dog is significantly WORSE than during previous session