

# Trick Training *Masterclass*

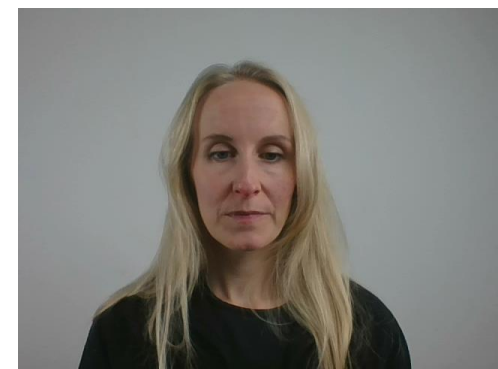
**PRESENTED BY  
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TRAINING ACADEMY



# Beginners kit List

- ▶ Clicker or 'marker' word
- ▶ Target Pole (any object will do)
- ▶ Treat pouch or tub
- ▶ High value rewards, left over meat
- ▶ Time, 2-5 mins per day
- ▶ Patience! Be kind



# Clicker Training basics



- ▶ Universally clear communication
- ▶ Fast and efficient learning
- ▶ Precision behaviours
- ▶ No poisoned cues!

- Charging the clicker

# Learning Theory 101: Classical conditioning

“The association of a previously neutral stimulus with a primary reinforcer”

Learning model researched and developed by Ivan Pavlov, a Russian physiologist born in 1849.

Pavlovian response: Bell ringing = dogs salivating

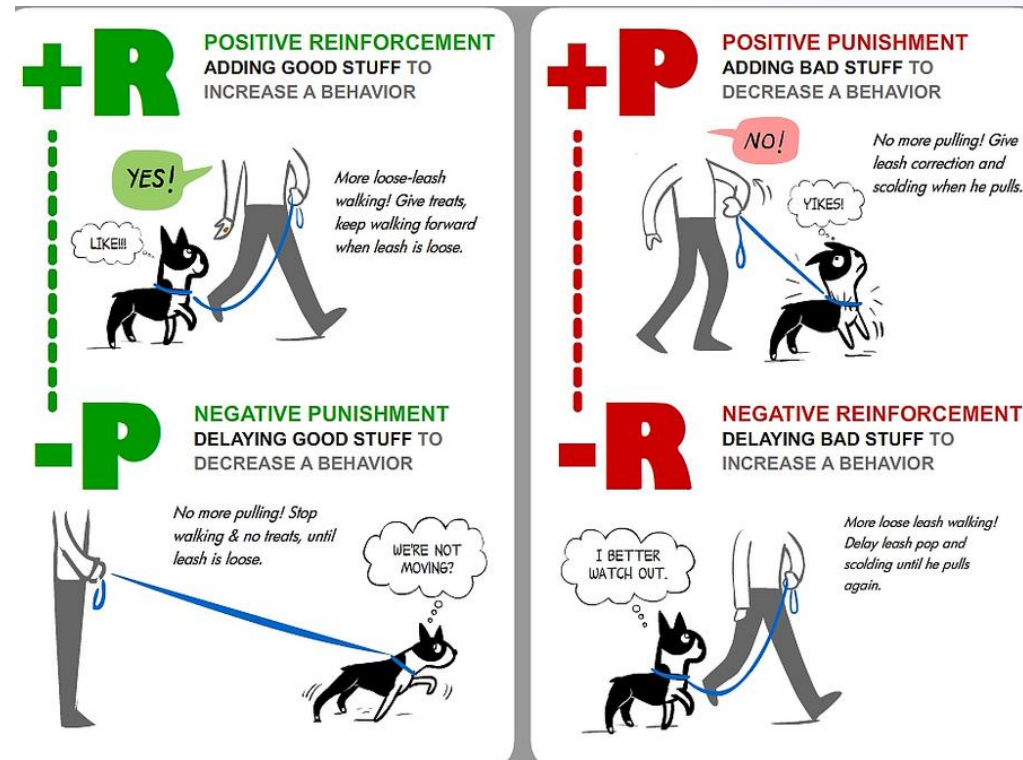
- ▶ Pairings or associations
- ▶ Neutral Stimulus
- ▶ Physiological change in body



# Learning Theory 101: Operant Conditioning

“A learning style when behaviour is controlled by consequences”

- ▶ Consequences determine whether behaviour goes up or down.
- ▶ Emotional representation in dog training





# Luring

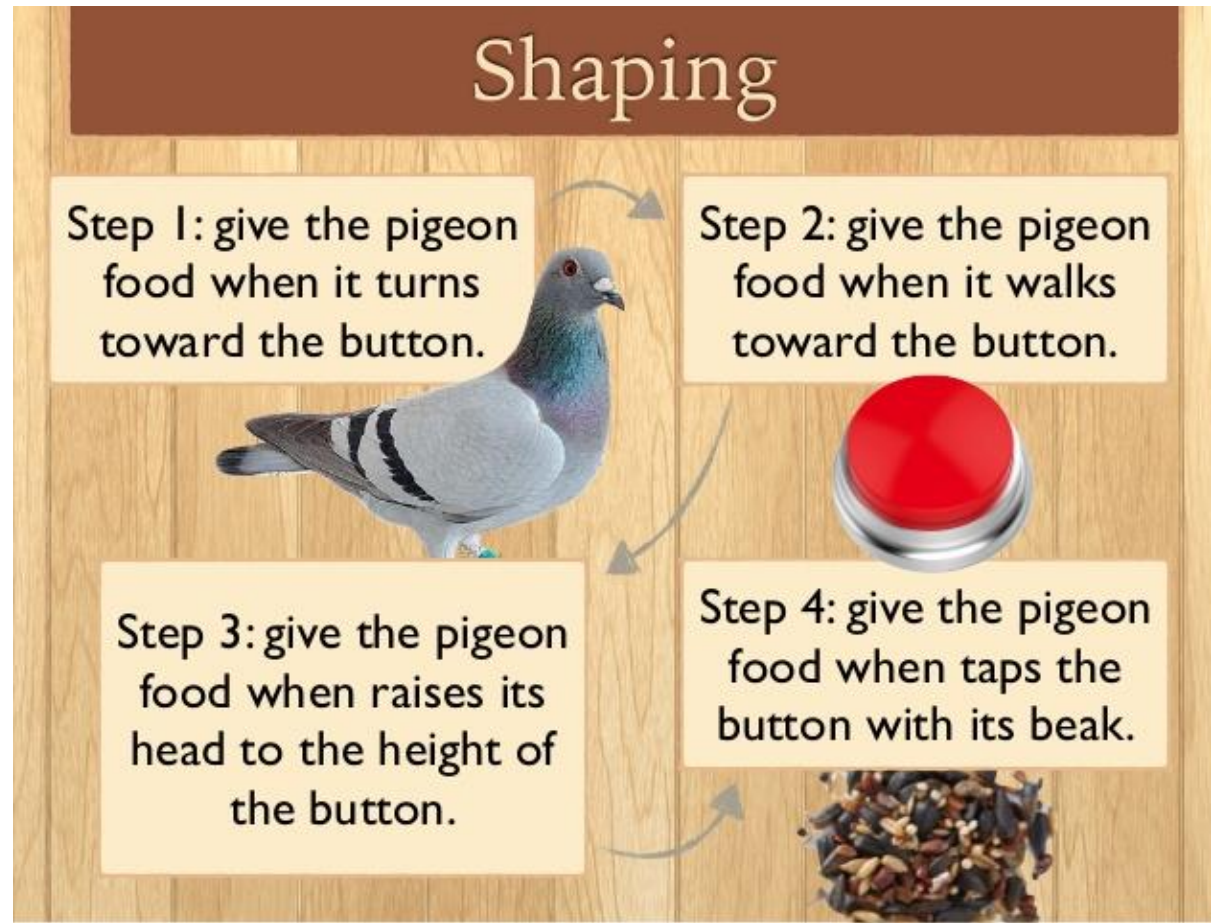
- Anything which a dog will follow



# Shaping

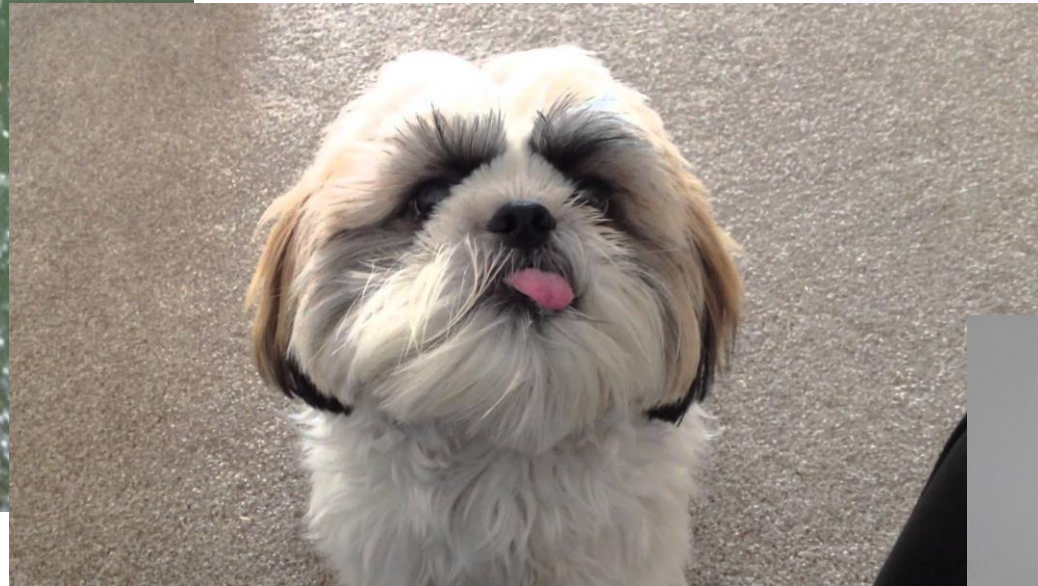
- Breaking down criteria

“Shaping is the building of new behaviours, by selectively reinforcing variations of existing behaviours during movement not after completion”





# Capturing





# What is a cue?

- ▶ The thing which get the behaviour to happen
- ▶ Can be verbal (word), physical (hand gesture) contextual (get out harness/lead) environmental (scales)



## Beware the Clever Hans Effect!

# Learning theory 101: ABC Rule



A ----- B ----- C

Antecedent:  
What starts  
the behaviour  
(cue, trigger)

Behaviour:  
What the dog  
actually does  
(description)

Consequence:  
What happens?  
(Reinforcing or  
punishing)

# Chaining Behaviours - Demo

- ▶ Advanced behaviour sequences Search & Rescue
- ▶ Behaviours which follow each other without a time gap
- ▶ Governed by cues
- ▶ Reinforced at end of chain

1. Air-scent to geographically locate casualty
2. Work up to 500m away
3. Understand the cue, 3 part
4. Indicate find (bark)
5. Shuttle
6. Target scent = reward, variety of targets
7. Not chase anything else!





# Problem solving: The stubborn dog



In order for a dog to be classed as 'stubborn', it must first understand exactly what is being asked of it, and then deliberately disobey the instruction.

It's MUCH more likely that you have a;

- ▶ **'WHAT' PROBLEM:** Doesn't fully understand what you asking of them (parameters, distance, duration, distraction)
- ▶ **'WHY' PROBLEM:** Motivation, what's in it for me?
  - A full understanding of canine psychology and behaviour
  - A full understanding of canine learning theory
  - Perfect timing



# Behaviour economics

- ▶ Expense: Cheap? Expensive?
- ▶ Effort: Is it worth it?
- ▶ Time: Time between behaviour and reward can increase or decrease the value of your reward.
  - Good performance – deliver quick and easy
  - Perform poor – deliver slower rate or further away



# Training Jargon



- ▶ Cues: A signal to the dog to start a behaviour (verbal, audible, physical, environmental)
- ▶ Marker: The signal to the dog that a reward is coming "Click Point"
- ▶ Criteria: The exact behaviour that you are marking
- ▶ Reinforcement: Something which increases behaviour
- ▶ Punishment: Something which decreases behaviour
- ▶ Positive: Adding something
- ▶ Negative: Taking something away
- ▶ Reward: Something your dog likes
- ▶ Aversive: Something your dog doesn't like or will avoid