Introduction

The Finger Clicker

The aim in this manual is to help you use the Finger Clicker in the most effective way possible. We want you to have fun, learn how to train your dog and teach you both how to get the best out of your relationship. You will learn how to create confidence, good associations, a bit of behaviour science, and how to train your dog to be more engaged and responsive to your commands.

Section 1. Reward Markers

We use a reward marker to mark and reward a specific point in a dog's behaviour. The purpose is to reward them for completing a behaviour we want, giving them a happy feeling of achievement. For example, if your dog sits on command, you can mark the instant they sit, followed by a reward. Markers can be verbal, a clicker, or a body language signal.

Learning the foundations of an accurate reward marker system, and using it effectively, can help achieve strong commands, build confidence and engagement, resulting in a dog that is a lot more likely to listen to you as its trainer.

The Science: How reward markers work

Pavlov's Classical Conditioning

Classical Conditioning was discovered by Ivan Pavlov way back in the late-1800s. Pavlov noticed his dog would start salivating every time it entered his laboratory, to only then start salivating more at the sight of his lab technician. Of course, his lab technician fed Pavlov's dog within the room each day, causing the dog to respond

involuntarily to his presence. Pavlov's dog was salivating because it was subconsciously predicting being fed through the change of environment and appearance of the feeder.

Following this observation, Pavlov started to test his discovery with multiple animals, to see if he could prompt a classically conditioned response. He would have a dog positioned behind a wooden door, sound a metronome or bell, then slide food through a wooden hatch for the dog to eat. His results, as you may predict, were that the dog salivated at the metronome sound before it received the food, therefore paving the first steps to the future of classical conditioning and reward markers.

The Science

When an **unconditioned stimulus** - something the dog responds to without consciously thinking about it (food) - is presented after the delivery of a **conditioned stimulus** - something with no meaning, like a word or sound (clicker) - the dog will start to associate the conditioned stimulus (clicker) as a pre-curser to the unconditioned stimulus (food). Over multiple repetitions this will start to create an involuntarily reflexive response to the conditioned stimulus (clicker).

In simpler terms, if you CLICK with a clicker a split second before you present a piece of food, you will start to create a response in your dog, equal if not stronger than the representation of the food.

Why is a clicker the best type of reward marker?

Because of its unique sound, the clicker is noticeably different from our voice. Not only this, but the clicker never changes its tone: it remains consistent, allowing your dog to gain a strong association with it. For this reason, the CLICK will eventually create an involuntary reflex response upon hearing the sound, making your training exercises a lot more precise, with speed and efficiency.

Operant conditioning (Instrumental Learning)

It is also important to understand the four quadrants of how dogs learn. The reason for this is to conceptionally know the fundamentals behind how we are teach dogs new behaviours. There are four quadrants to how a dog learns operantly. Operant conditioning is a when a dog performs a behaviour to create an outcome. For example, the dog sits so it gets a piece of food, this example is **Positive Reinforcement**.

The Four Quadrants

+ Positive – add something
- Negative – remove something

Reinforcement – increase behaviour
Punishment – decrease behaviour

The use of the four quadrants will look like this:

Positive Reinforcement (+R) – **Add** something to **increase** a behaviour.
(You ask your dog to sit. The dog sits, so we add a reward to increase the behaviour happening more in the future)

Negative Reinforcement (-R) – **Remove** something to **increase** a behaviour
(You ask your dog to sit, add leash pressure. Your dog removes the leash pressure by sitting, thus increasing the likelihood of the behaviour happening more in the future)

Positive Punishment (+P) – **Add** something to **decrease** a behaviour
(You add a firm "Leave it" to decrease a behaviour happening more in the future)

Negative Punishment (-P) – **Remove** something to **decrease** a behaviour
(Your dog jumps up at you for food; so, you remove the availability of food to decrease the behaviour happening more in the future)

The quadrant we use whilst using the Finger Clicker will be primarily **Positive Reinforcement** (CLICK *THEN* REWARD) and **Negative Punishment** (guidance marker to help your dog back into a desired behaviour).

Section 2. How to Power Up the Finger Clicker

Preparation for the Power Up

No distractions

Trying to power up the finger clicker in a busy park area full of distractions will be near to impossible. Power it up in a location where it's easy to get your dog's attention. This may be your garden, or a quiet room in your home.

Food Type

Choose a food that is palatable enough for your dog to eat quick and easy. Big biscuits that your dog spends a long time to chew slow down your training and can

often make the dog disinterested. You want small, easy-to-eat treats or kibble that make your training more fluent and consistent.

Daily food vs. high value rewards

There are two ways to use food when training your dog:

1. Use their own daily allowance

Here, you feed your dog its whole daily allowance of food from a treat pouch, making sure everything comes from your hand. This helps massively in you becoming a stronger resource in your dog's life, strengthening engagement and the desire to work hard for you as their trainer. If you find it hard to get through the whole allowance in a day, you can put the remains in a food bowl.

2. High value rewards (substitute some of your dog's daily allowance of food for high value rewards)

Here, you feed your dog from a bowl as normal, but we reduce it according to the amount of treats we give them. You can still work on getting a good 'sit' with duration and eye contact when you put the bowl down as this will keep you in control of your dog's food and help them to feel like they are working for it.

Note: Delay their feed time or skip a meal before you start powering up the finger clicker: we want the food to be at its highest value. Hungry dogs will always work harder with more enthusiasm.

Note: Always check for any allergies before choosing any food for your training. If your dog has any reactions, please consult a vet or nutrition specialist for more help.

Treat pouch

You ideally want a treat pouch that attaches nicely to your belt and opens wide for easy accessibility. Keep the pouch full, to make it easier for you to load up your hands, ready for training.

Supply and distribution

It is often easier to load some treats in one hand (supply) then distribute them to the hand that will give the food to your dog (distribution). Put several pieces in your supply hand, ready to pass to the distribution hand one at a time.

Flat palm

When you deliver the food to your dog's mouth, use a flat palm hand. We want to avoid giving the food out of the end of our fingers, as this often promotes nipping and makes the food target (your hand) less easy to aim for. A flat palm with the piece of food half covered by your thumb, makes the transition of food to mouth a lot easier.

How long to power up the finger clicker?

Spend two days doing six to eight five-minute training drills. If you can do more, feel free to do so. This should be ample time to power up the finger clicker. Like a battery, it needs to be powered before it can be used effectively. The aim is to practice a few hundred repetitions, so you see an involuntary reflex response from your dog when you CLICK. You'll know you have done your job correctly when you randomly CLICK whilst your dog is going about its day-to-day business and it immediately comes to you for a reward.

Timing CLICK-to-reward

From when you CLICK, to the presentation of food to your dog's mouth, you want to aim for no more than two seconds. This can be a fun exercise if you have two people doing it: see who can get the perfect CLICK *THEN* REWARD by timing each other on a stopwatch. You want to eventually be hitting a very clear, quick and consistent CLICK *THEN* REWARD that's predictable to your dog.

Don't ask for a behaviour

When you are powering up the finger clicker, don't ask your dog for a specific behaviour: just practice the CLICK *THEN* REWARD. You don't need your dog to sit or look at you; however, if they are doing this, it's ok - it's in fact a good thing as you have their attention. The point of the exercise is to get your dog to understand CLICK = REWARD. Stay close to your dog when your training, keep them on-leash and keep it simple. In the early stages, don't talk to your dog as you want the CLICK to stand out.

Keeping the dog's attention

When you are powering up the finger clicker, try and make the CLICK *THEN* REWARD close together. CLICK *THEN* REWARD, CLICK *THEN* REWARD, and so on. Keep it fast and make it fun. If you have large time gaps in between, the dog may become easily distracted and lose interest.

Don't always feed from the same hand

Keep switching your hands around from left to right: you don't want your dog to start predicting the feed hand. The idea is to have your dog look at *you* when you CLICK, not look at your hands.

Power Up the Finger Clicker

A clicker will have no meaning to your dog the first time it hears it. It may catch your dog's attention, but it will have no emotional value. Therefore, we have to power it up using classical conditioning.

CLICK *THEN* REWARD

1. CLICK - When you CLICK, make sure you stay still and don't move your hands. **JUST CLICK.**
2. REWARD - Within a split second of the CLICK, supply the distribution hand and give food to your dog.

You want your dog to understand that the CLICK makes food appear, this is the reason why you stay still when you CLICK.

You want to do this exercise in two phases. In phase one, your aim is to get your dog familiar with the idea that CLICK = REWARD. Phase two, however, gets your dog to understand that CLICK = REWARD, but they are also finished with the desired behaviour/command and returning to you.

Phase one

You CLICK *THEN* REWARD as explained above. This part is all about getting your dog used to CLICK = REWARD. However, to make training simple and easier, we will use the clicker the way we do it in phase two for the rest of our training.

Stick with phase one for 40-60 repetitions, then move on to phase two.

Phase two

1. Get a treat out of your pouch and put it in a closed fist
2. Keep your fist close to your torso area, hand closed
3. CLICK but STAY STILL
4. A split second later, take a step back
5. Move your hand down, open it up into the flat palm position. As your dog moves towards your hand, take your thumb off the food, and let them take it.

Temporary release

Using a clicker as a reward marker as explained in phase two will teach your dog that you are temporarily releasing them from a behaviour/command. Therefore, you take a step backwards to encourage your dog to move into our hand for the food. In time, this will help with exercises that are away from us, such as going to a target boundary (sending them to their place/bed from distance) or marking the point they turn back to us on recall.

When we take a step backwards, our aim is to have the dog move into our hand with lots of speed and enthusiasm to wake up a chase drive. Dogs love a moving target: it builds energy and drive within our training exercises.

Note: In time, you will click from a stationary position, and the dog will return to you for a reward.

Note: Using the ***temporary release,*** fundamentally means you are finished with the exercise, this is why we move backwards. However there will be some exercises in which you give the reward to your dog in its position, such as the "look" command.

Example of using the clicker as a ***temporary release***:

1. Command – "SIT"
2. Dog sits
3. CLICK - dog breaks the sit position and comes to us for a reward.

Using a ball or toy

If your dog is not motivated towards food, a ball/toy maybe a better option:

1. Have a ball in your pocket
2. CLICK with both of your hands empty
3. A split second later, pull the ball out of your pocket, step backwards and let the dog take the ball out of your hand
4. Wait for the dog to drop the ball, pick it up and repeat.

Section 3. How to prepare for your training

It is important that you always set the stage for success. You want the best environment, the right attitude from your dog and you must feel safe, confident, and comfortable to train together.

Be safe

Before you start a training session, make sure your dog has access to water, has a safe collar and lead/harness. Be sure to have suitable footwear for the terrain you're working with (flipflops and snow don't go!). And, if needed, have plenty of sun cream.

Pick times when your dog is enthusiastic

If mornings or early evenings are more lively times for your dog, use this time to train. We want a happy, energetic dog that will help us to have a good, engaging training session.

Don't train your dog if you're frustrated

If you get frustrated in your training session, it's best to stop and come back another time. Dogs are incredibly adept at reading our energy and body language: they know when we are frustrated, and this will only pollute our training session and potentially our relationship.

Make it fun for the dog

Attitude is so important when you train: stick to exercises with which your dog flourishes at, helping them to always win and make your sessions easy. If you want to try out new commands, push the boundaries, but be sure to give lots of praise and multiple rewards if your dog exceeds your expectations. Laugh, have fun and be light-hearted: the energy between you both must flow and have a good vibe.

Teaching your dog to lure

Luring is a manipulative hand movement, that gets your dog to follow your hand for food.

1. You start by holding a piece of food in your hand as explained previously in **Flat Palm**.
2. Hold your hand facing your dog's head, fingers all tucked together, with your thumb half covering one piece of food.
3. Place your hand close to your dog's nose, almost touching.
4. Walk backwards in a straight line whilst maintaining your hand position close to your dog's nose (remember, almost touching).

5. When your dog moves forward or takes a few steps, CLICK **THEN** take your thumb off the piece of food and let your dog take it. Make sure your hand target is level with your dog's head, making it easy for them to follow.

Go in straight lines at first, gradually increasing the steps your dog takes as they get better at the exercise.

You can also practise luring in a forward-facing position. To do this, you do the same as above but walk forwards. Drop your hand down to your side with your palm facing backwards, so the back of your hand is facing the way you are walking. For this, your dog needs to be at your side and your palm and half-covered piece of food are facing your dog. Same again: do a few steps at a time, keeping your hand close to your dog's nose, allowing your dog to push into your hand. CLICK **THEN** REWARD.

Note; some dogs will lick your hand at first. This is ok: it shows commitment to the hand, and that is what we want.

Note: with practice, you will be able to navigate your dog in different directions, move with speed and utilise this skill to manipulate obedience commands, such as "sit" "down" and so on.

Keeping your dog engaged

In between repetitions, give praise, walk around with your dog, and make sure you both stay focused. You only want to train for short periods, so you want as much engagement as possible. Training naturally creates a great connection with your dog, bringing focus and attention to you, giving you strong control over competing motivators.

On or off leash

In the early stages of your training, keep your dog on leash. This will help your dog to understand it has to stay with you for the training session. Once you start to gain a lot more engagement, you will naturally know when to take the leash off. You should, however, always have a leash on your dog if it is not a safe environment to let them run free.

Jackpotting

Jackpotting is a term used for giving multiple treats to your dog for one behaviour.

Example:

If your dog achieves completion of a behaviour for the first time or succeeds your expectations (such as going into a down position for the first time), we reward them with a jackpot of rewards. For this, you CLICK, then give them either a handful or quick succession of food rewards:

- CLICK-FEED, FEED, FEED, FEED, or
- CLICK, handful of food, or
- CLICK *THEN* REWARD, CLICK *THEN* REWARD, and so on.

Use a flat buckle collar or harness

The idea in the early stages of teaching your dog new commands is to keep everything pressure free, so using a leash and harness or a leash and flat buckle collar is best. Always keep your leash nice and loose, as tension can create conflict, something that will only dampen and pollute our training sessions.

Work on one command per session

Because each training session will be short, we want our sessions to be focused on one thing: maybe a 'sit', 'down' or a 'look' command.

Beginning and ending verbal cues

It is always a good idea to give your dog cues to start and stop your training. Using double-barrelled cues for starting and stopping can make it clear that the verbal cues are different from our in-training commands.

Start cue "LET'S GO!" - This signals to your dog we are about to train.

End cue "ALL DONE" - This signals to your dog that you have finished. Here, we are best to put our treat pouch and finger clicker away, show your dog no eye contact and stop verbally communicating to them for a couple of minutes so it is clear your training session is over.

Don't name it until you love it

When you train a new command, you want your dog to have a full understanding of the behaviour movement before you put a name to it. For instance, if you lure your dog into a 'down' position, you want your dog following your hand into the down ten out of ten times with reliability. Before you start to use the "DOWN" command, make sure we give a clear gap from the command to the hand movement, similar to

the CLICK *THEN* REWARD timing. In addition, we want to be still when we verbalise the command:

1. "DOWN".
2. ½ second gap.
3. Lure with your hand from your dog's nose to toes.
4. CLICK.
5. ½ second gap
6. Reward.

Guidance marker

Within our training, you want to have a guidance marker. This is specifically used for teaching your dog they are doing something wrong. We use a "NO" for this marker. This marker is to teach your dog it is off-course and needs to correct what it's doing.

Example:

Whilst training with your dog, they start to jump up at you for attention. Here's what we do:

1. Say "NO" calmly, then fold your arms
2. Wait for your dog to stop jumping
3. Instruct them to go back into a command, such as "sit"
4. Give a further three seconds of your dog in the command ("sit") before you CLICK *THEN* REWARD again. This clears up any connection of them thinking you have rewarded them for jumping.

This guidance marker is also known as a punishment marker: and is part of our four quadrants of operant conditioning, **negative punishment**. Negative (removing something) punishment (decreasing behaviour), as explained in **Operant Conditioning**.

Priming the Finger Clicker

Priming the Finger Clicker is when you want your dog to understand you are about to start training. Here you are getting your dog in the mood. Every time you begin a training session with your dog, prime the clicker several times before you start.

(See CLICK *THEN* REWARD Phase 2)

Be prepared to do hundreds of repetitions

To make commands reflexive, it takes hundreds of repetitions, so be prepared to work hard in your training. Persistence, the right strategy, timing, and technique can create a dog that is ready to perform at the highest level.

One last rep?

There's no such thing as one last rep. This is where we can start to see faded attitudes that make our training look monotone and flat. You always want your dog to love training, so it is imperative not to do that one last rep, an error that will make our training less interesting.

Stop your training sessions when your dog is still enthusiastic and motivated for the exercise. Doing this leaves the association that your sessions are fun, happy and entertaining.

Section 4. How to train your dog with a Finger Clicker

Ok let's train your dog!

Play engagement games

Before we delve into commands, it's a good idea to work on some engagement skills.

Start off by standing in front of your dog, supply hand loaded and finger clicker ready.

Wait for your dog to give you eye contact, then CLICK and burst backwards quickly before giving rewards. You do this as you want your dog to think they are in control, and their eye contact is activating your movements. Remember, CLICK (stay still) then a split second later, move, and **THEN** give rewards.

Try varying the number of rewards you give your dog after each CLICK, to keep it unpredictable. This way your dog will stay attentive to the engagement game, as it will not be able to predict any patterns in your reward frequency.

We can also get creative and lure the dog into lots of different positions, always employing CLICK **THEN** REWARD at the end of the lure.

Make this exercise creative, energetic and motivating. Play around, make your own rules, and fill it with tons of verbal praise. Contrast in your movement is what will wake up chase drive. Be expressional, move fast and have fun.

Sit

Start the session with "LET'S GO!"

1. Start with a treat ready in your lure hand

2. Place your hand right in front of your dog's nose and raise your hand above your dog's head whilst keeping your hand millimetres away from their nose. Make sure your thumb is half covering the food, so it is enticing to your dog and wait for them to sit.

3. When your dog's bottom hits the ground, immediately CLICK, move your hand backwards and feed out of a **flat palm**.

Keep repeating this exercise for 3-5 minutes

At this point you are not *telling* your dog to sit.

Once your dog is doing the behaviour reliably, then we can name it. (See **Don't name it until you love it**).

Once you have named the behaviour, it is important that you use the command "sit", then move your lure hand above your` dogs head as explained above. Keeping the command and the luring movement separate, is crucial to being able to fade out the lure in the future and using commands on their own.

End the session with "ALL DONE".

Down

Start the session with "LET'S GO!"

1. Ideally you want to start your dog in a stand position. If it's easier for your dog to "sit", practice the "down" from a "sit", but eventually it's a good idea to teach your dog to "down" from a stand.
2. Start with your lure hand, flat palm facing the dog, fingers pointing towards the floor
3. Move your hand towards your dog's nose, then slowly push your hand down between your dog's two front paws whilst the dog follows. A good way of remembering this motion is "nose to toes";
4. As soon as your dog reaches the "down" position, CLICK, pull your hand backwards and feed.

Keep repeating this exercise for 3-5 minutes

The "down", is not something every dog will get the hang of first time. Be patient and take your time. If it is not working, come back on another training session and try again.

Note: You can reward your dog without the marker for increments of the behaviour. This is called **successive approximations**. You are rewarding parts of the "down" position, such as their front legs moving forward or even your dog's head dropping a little. For this you can just feed the incremental parts of the behaviour without the clicker but be sure to CLICK **THEN** REWARD with a **jackpot** when the dog gives you the full down position.

Note: Once your dog has given the full behaviour, do not reward any **successive approximations,** wait for the full behaviour ("down"), CLICK **THEN** REWARD

End the session with "ALL DONE".

Recall

This one is good fun!

Start the session with "LET'S GO!"

Find yourself a nice flat surface such as a concrete, wooden floor, tiles, laminate or perhaps some carpet. Grass or sand make this exercise difficult: nice flat floors are a lot easier.

1. Hold a piece of food by your dog's head, maybe one foot away
2. Throw the food away from your dog within its line of view, so they can see the food bouncing along the floor. This will wake up chase drive in your dog, so they will feel the urge to follow it.
3. When your dog chases and eats the food it will naturally runs back towards you.
4. CLICK move backwards **THEN** REWARD.

This exercise builds the desire to come back to you and it is super fun. It is known as a food chasing game.

Once your dog is doing this with ease and the game is flowing, you can move to the next phase.

Wait until your dog turns back and starts moving towards you. Here, we use a recall command, such as "COME", followed immediately by a CLICK move backwards ***THEN*** REWARD when they get to you.

Note: You want your dog to be coming back when you CLICK, so it's important that we only use the "COME" command when your dog is good at this exercise, and you know they will reliably come back towards you. The CLICK should make your dog come back with even more speed and enthusiasm.

Note: you are using the "COME" command whilst your dog is on its way back to you. With enough repetition, the dog will understand "COME" means move towards you. In time, the "COME" will be used to trigger the behaviour of coming back to you.

Look

For the 'look' command, you start with your dog on-leash standing or sitting in front of you.

1. Grab two pieces of food from your treat pouch.
2. Put one in each hand and move both pieces of food in closed fists out to both arms stretched out wide.

Your dog will automatically follow your hands with their eyes, so do it slowly.

3. Wait for your dog to look at you (ideally eye contact)
4. When they do, instantly CLICK ***THEN*** REWARD.

Note: If you find your dog is struggling to look at you, make a noise with your mouth, like a kiss sound, to encourage eye contact. When they look, CLICK ***THEN*** REWARD.

Shaping vs free shaping

Shaping

When you shape a behaviour, it's all about helping your dog achieve behaviours through body positions and movements. For the most part, you will use a lure for this exercise. Lure into a 'sit'; lure them into a 'down'. This is the easy way to do it and its very effective. The examples above are all shaping exercises.

Free Shaping

Free shaping is almost the opposite to shaping. Here it's all about letting your dog figure out what you want. Free shaping is powerful, as it gets your dog to figure things out for themselves. We equate this to using a sat-nav in your car, as opposed to figuring the route out on your own. The latter would stick with you a lot stronger than just using something that does all the work for you. With free shaping, it takes patience and dogs that are motivated enough to work for you.

How to free shape using a raised bed (target boundary)

Load yourself up with plenty of treats in a treat pouch, a hungry dog and a small area to work in. A small room works best. Set a goal that you want to achieve. If you want your dog to put all four paws on a raised bed, have only yourself, your dog and a raised bed in the small room. As soon as your dog puts a paw on the bed, CLICK *THEN* REWARD. Some dogs will put all four paws on the bed within the first attempt; others will take time.

Be patient and be sure to **jackpot** your dog with a succession of treats once they give you the complete behaviour. For you as the trainer, this will always give you a strong sense of achievement. Letting your dog know you're happy will only strengthen the attempt to do the same behaviour on the next drill.

Your dog will think they control the session, because their behaviour is what makes you CLICK *THEN* REWARD. This is the best way to get your dog to drive stronger into performing, and giving you its best work. Free shaping gives your dog powerful lessons that are long lasting with less risk of extinction.

Section 5. Using the Finger Clicker to create confidence

A bit more science

Dopamine Jackpot **study by Robert Sapolsky**

Within Robert Sapolsky's studies, he discovered that, once something is classically conditioned, such as a clicker with food, the first signal (CLICK) will always trigger the most dopamine for the dog. Dopamine is a happy hormone that surges through a dog when it is triggered by something that makes them feel good.

Anything that gives the dog the first signal will always give them the best feeling. If we CLICK **THEN** REWARD enough, the CLICK will eventually be more rewarding than the food, making the dog feel happier than they are when receiving a treat.

For detailed studies on Robert Sapolsky's material see;

- *The Trouble with Testosterone*
- *Why Zebras Don't Get Ulcers*
- *A Primate's Memoir: A Neuroscientist's Unconventional Life Among the Baboons*

Creating good associations - Socialisation

When you have powered up the Finger Clicker to be a temporary release, it will make the dog come to us for food. If we mark (CLICK) a specific behaviour, the dog will understand that it did something right and automatically get a good feeling.

Start this exercise with your dog hungry, securely on lead, and make sure whatever you want them to have a good association with, is not too close and creating pressure. For example, if you want your dog to have a better association with cars, try to have cars in the distance passing slowly, as opposed to doing this exercise next to a busy road.

For this example, we will use cars as our subject.

When your dog looks at a car, instantly CLICK **THEN** REWARD. The purpose of this is to create a good emotional feeling when your dog is in the presence of something unfamiliar. If your dog is a couple of feet away from you, on its lead, it should move back towards you and receive its reward. You are teaching your dog, at the site of the unfamiliar and potentially threatening object, to feel good and find safety in you as the trainer.

Note: If your dog has bad associations with the object you're trying to help with, such as cars or a vacuum cleaner and its response is more heightened (barking, whining, lunging). the CLICK **THEN** REWARD won't work, as your dog has moved past its threshold and won't take notice of the CLICK. For this we recommend a counter conditioning process, along with other supporting training.

Reward events

A reward event is when you give your dog a nice ending following a sequence of behaviours at the end of your training session. You can do this with a succession of treats, give affection, play with a ball, or have fun doing some engagement games.

Reward events can last five seconds or go on for a few minutes. Work with your dog's drives, if they love a ball, reward event them with a ball. If they love food, give them a handful of treats, or play some quick luring or food games.

This Finger Clicker training guide was brought to you by

Andrew Lang CEO Paws in Nature

For the full supporting video to this guide see (Link here)

www.pawsinnature.co.uk