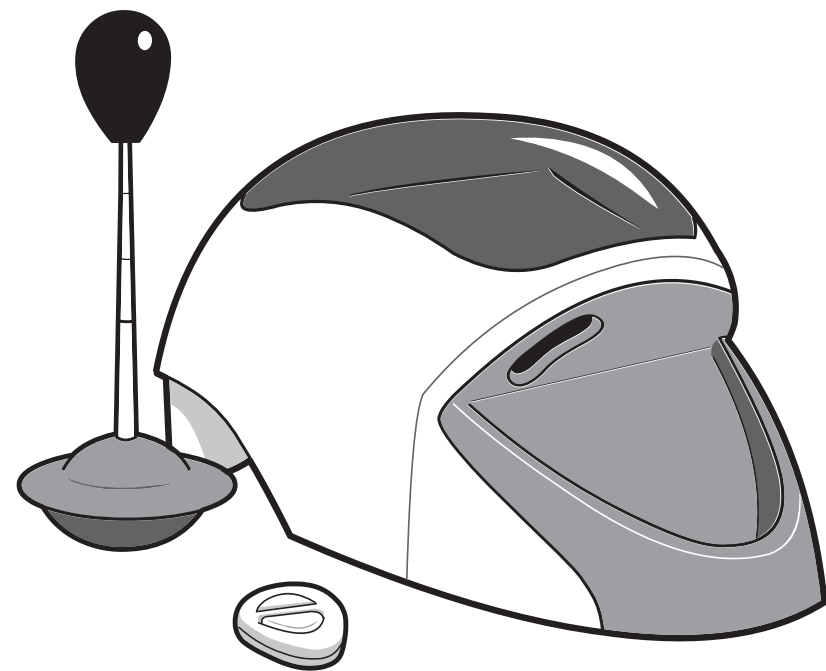


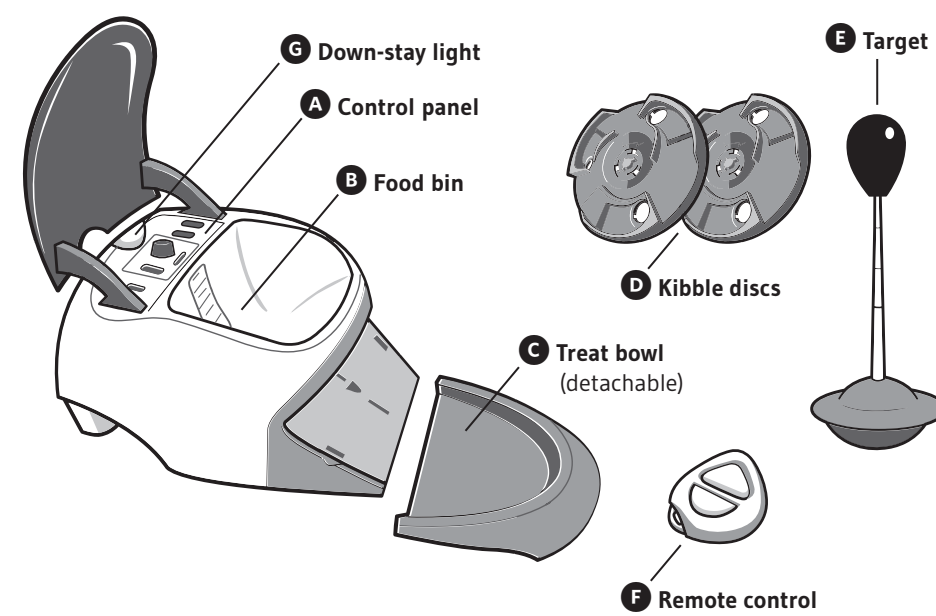
Treat & Train™

REMOTE REWARD DOG TRAINER

Quick Start Guide



1 Know Your Treat&Train™ System



- A Control panel:** Houses the power switch, down-stay settings, volume, and channel settings.
- B Food bin:** Holds the dry or semi-moist food rewards (or treats) for dispensing.
- C Treat bowl:** Where your dog receives treats. (To remove for washing, grasp the front and pull up very firmly. Treat bowl is dishwasher safe.)
- D Kibble discs:** Fit within the food bin and are interchangeable for different food sizes. Place the correct one for your dog's food size onto the dispensing mechanism of the food bin.
- E Target:** Can be used stationary or removed from its base and be handheld. In Game 2 of training, dogs run to the target and touch it with their noses.
- F Remote control:** Activating the DISPENSE button causes the base unit to release a single treat. Holding the DISPENSE button down causes continuous delivery of treats. The DOWN-STAY button activates the DOWN-STAY mode (Games 3 and 5).
- G Down-stay light:** Turns on when the DOWN-STAY button on the remote control has been activated. To turn it off, hit the DOWN-STAY button on the remote again. When the food delivery mechanism is jammed or empty the light also activates and a beeping sound is emitted. If this happens, turn the machine off and refill the unit or turn the disc clockwise to reverse the jam.

4 Turn Base Unit On and Test (away from dog)

- A Turn the POWER on.** This will cause the control panel indicator light to turn green. If it's red it indicates the batteries are low. A slow, blinking green power light indicates the unit is in sleep mode—which occurs after 30 minutes of non-use. To wake up the Treat&Train™ system press any button on the remote.
- B Set the VOLUME to "off" if the dog is in the room.** Some dogs need to get used to the machine noises before they are introduced to the tones.
- C Ignore the DOWN-STAY controls.** They are discussed later.
- D Hit DISPENSE button on the remote control to dispense kibble.** The treat should drop into the treat bowl within a second. **Note:** If you hit DOWN-STAY, the light on the base unit will turn on. To turn it off, hit the DOWN-STAY button again.
- E IMPORTANT: Test whether the food is the optimal size for dispensing.** When food is too large, gets stuck, or does not make it into a disc hole, the disc will continue to spin until the next hole can dispense its treat. When food is the right size for the disc, it will dispense from every hole. Press DISPENSE 20 times in a row to see if treats are dispensed with each hole or if the machine sometimes skips one or more holes. If it skips more than one or two times, try a different size, shape, or texture of food.

5 Introduce Your Dog to the Treat&Train™ System

Dogs quickly learn to love the Treat&Train™ system when introduced correctly. Some dogs are afraid of electronics with sounds and moving parts. Here is the safe way to introduce this tool.

- A Put the Treat&Train™ system on the floor.** Introduce your dog to it by placing treats in the treat bowl. Once your dog has finished, add a few more pieces. **If your dog is tentative around the unit, switch to better treats such as peanut butter or cheese spread.** Repeat this step until he will immediately and without hesitation eat the treats in the bowl.
- B With the VOLUME set to OFF, hit DISPENSE on the remote control to dispense treats.** At first, do this when the dog is still looking at the bowl or near the bowl. If he doesn't notice the treats, then show him by pointing. Repeat this a few times until you're sure he's comfortable with the sound of the machine dispensing treats. **Don't point the remote at your dog or at the machine. You want your pooch to associate treats with you and not with the remote control.**
Note: If you think your dog might be afraid of the movement of the Treat&Train™ system, then modify Step B by starting with your dog over five feet away from the unit. Hit DISPENSE and point to the treat. If he is far enough away and the treats are tasty enough, he will trot up to the unit to eat the treats in the bowl. Repeat until he's comfortable at that distance. Then move the machine closer until he can be right next to the machine and looks relaxed while the treats are dispensing.
- C Switch the VOLUME from OFF to LOW and repeat Step B.** The goal is for your dog to learn that the tone means a treat is coming. When he orients to the new sound and sees the treats dropping into the bowl, he should run to get the food. Point to the bowl a few more times, if needed. Repeat.

7 Control Panel

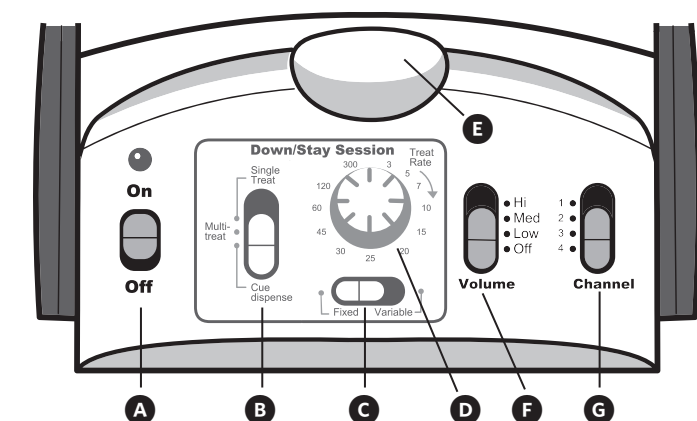
The control panel of the Treat&Train™ system has basic controls and more advanced down-stay settings you won't need until Game 3 (Down-Stay) of training.

- A On-off switch:** Turns the base unit on and off.

Down-stay controls and light:

- B Treat settings:**
 - Single treat setting:** Dispenses one treat at a time when Down-stay mode is activated (see below).
 - Multi-treat setting:** Dispenses treats 5 times in succession.
 - Cue dispense setting:** Alerts you when to press the DISPENSE button during down-stay mode. In this setting the timer will beep, but food won't dispense until you press the DISPENSE button.
- C Fixed or variable switch:** Determines whether treats are dispensed at the fixed time interval chosen on the TREAT RATE dial or on a more unpredictable interval—one that averages the interval chosen. In most of the down-stay exercises (Games 3 and 5) the switch is set to FIXED and each trial lasts one minute. When set to VARIABLE, the down-stay repetition continues until the machine is out of food.
- D Treat rate dial:** Determines how frequently treats are dispensed during a down-stay session.
- E Down-stay light:** Indicates that the DOWN-STAY button on the remote control has been pressed and the machine is in a down-stay session and is set to dispense treats according to the timed TREAT RATE dial settings (e.g., for Games 3 and 5).

- F Volume control:** The Treat&Train™ system has 3 volumes. Start with the lowest volume until you're sure your dog is comfortable with the sound.
- G Channel selector:** Needs to match the channel selected on the remote.



IMPORTANT SAFETY INFORMATION

Explanation of Attention Words and Symbols used in this guide

! This is the safety alert symbol. It is used to alert you to potential personal injury hazards. Obey all safety messages that follow this symbol to avoid possible injury or death.

! WARNING indicates a hazardous situation which, if not avoided, could result in death or serious injury.

CAUTION used without the safety alert symbol, indicates a hazardous situation which, if not avoided, could result in harm to your pet.

NOTICE is used to address safe use practices not related to personal injury.

! WARNING

When using this product, basic precautions should always be followed.

Read all Instructions before using this product. Save these instructions for future reference.

To reduce the risk of injury, close supervision is necessary when using this product near children.

Dispose of all packaging material properly. Some items may be packed in plastic bags. These bags could cause suffocation. Keep away from children and pets.

CAUTION

Do not use this product with dogs less than 6 months old, those unable to reach the feeding dish or those with any physical disability.

Intended for use with dogs only.

Check operation frequently to be sure the product is dispensing properly.

NOTICE

For dry food or semi-moist food use only. Do not use wet, canned or moist food.

Do not allow electronics to contact liquids.

Do not place any foreign object into this product.

This product should be placed on a level surface.

Do not disassemble product other than as instructed.

Do not mix old and new batteries.

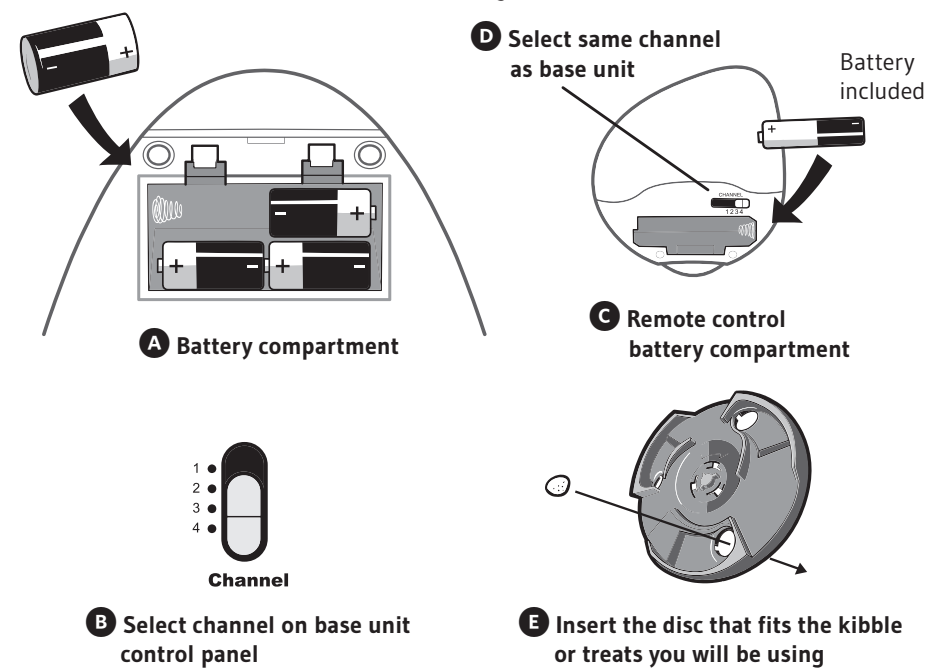
Do not mix standard, alkaline or rechargeable batteries.

Do not use rechargeable batteries.

Exhausted batteries should be removed immediately. Do not dispose of batteries with household waste.

2 Set Up the Machine

- A Insert four D batteries into the battery compartment** [bottom of machine] of the base unit. Batteries not included.
- B Open the control panel and select a channel—1,2,3, or 4.** In Step D you'll select the same channel on the remote control.
- C Open the back panel of the remote control; insert one 12V 23A battery** (included with your unit).
- D With the battery compartment still open, choose the remote control channel that matches the channel you set the base unit to in Step B.**
- E Open the lid. Place the disc that fits the size of kibble or treats you will be using.** (To see a list of treats and kibble that work go to www.treatntrain.com.)



3 Load Treats or Food

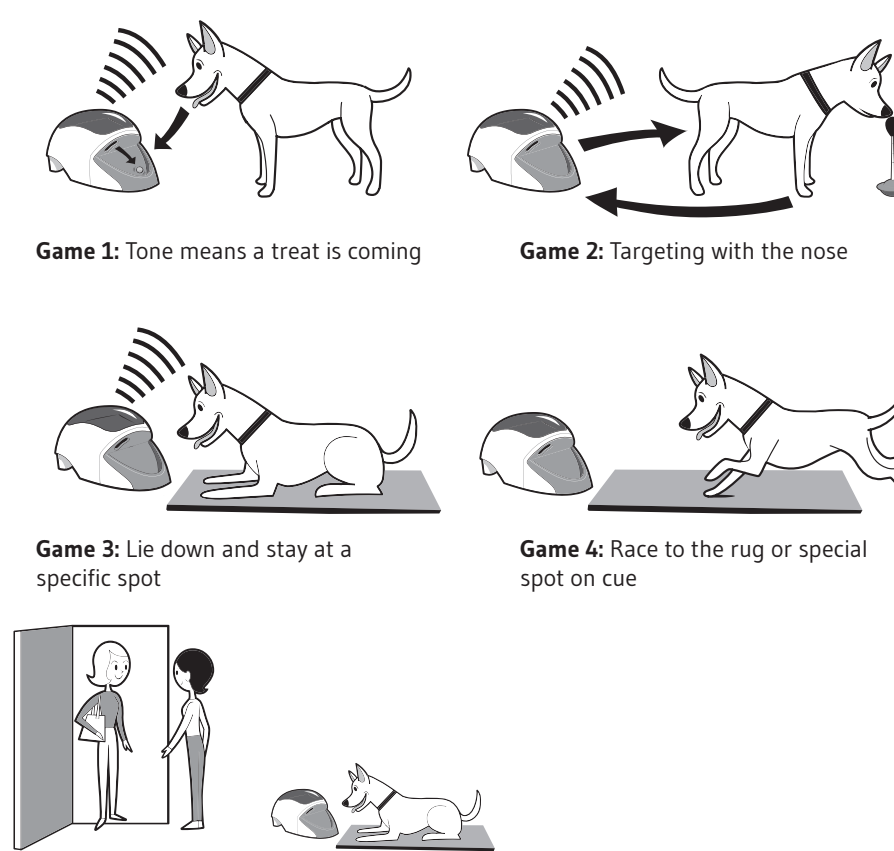
- A Choose a dry or semi-moist dog treat or kibble.** The Treat&Train™ system requires dry dog food, dry treats, or semi-moist treats that fit through the food disc holes on either the large or small-sized kibble disc. Round or oval-shaped treats or kibble of uniform size work best.
- B Add 1-2 cups of dog food or treats to the food bin.** While the bin holds up to 3 cups of food, the batteries and motor will last longer if you use less food. If your dog will use his regular meal allotment for games and training, then place one meal's worth of food in the bin.

- D Once he gets the idea, start dispensing only when he's looking at you** so he learns it's still important to look to you for direction instead of becoming fixated on the Treat&Train™ system. Make sure you never dispense treats when he's barking or pawing at the machine. To prevent this, give a few treats by hand so he's more likely to look at you and then reward him for standing quietly.

6 Get the Best Results

The Treat&Train™ system comes with a laboratory- and clinically-tested program for training dogs to be calm in high distraction situations such as when visitors come to the door.

Training is divided into five games:



- Game 1:** Tone means a treat is coming
- Game 2:** Targeting with the nose
- Game 3:** Lie down and stay at a specific spot
- Game 4:** Race to the rug or special spot on cue
- Game 5:** Lie down and stay at a specific spot even in high-distraction situations

Included with the unit are an instruction manual and DVD with the step-by-step training program as well as common mistakes to avoid. For best results watch the DVD one step at a time and refer to the instruction manual to quickly review what was covered.

8 Warning Lights, Sounds, and Troubleshooting

Green power light: Machine is on and batteries are good.

Slow blinking green power light: The machine is in sleep mode. After 30 minutes of non-use, the Treat&Train™ system goes into sleep mode. To wake it up, hit any button on the remote control.

Red power light: Indicates batteries need to be replaced.

Down-stay light:

Solid: Button on the remote control has been pressed, putting the unit into a down-stay session (see Section 7). To turn the light off press the remote control DOWN-STAY button again.

Blinking and beeping: This occurs when the food delivery mechanism is jammed or empty. If this happens, turn the machine off and refill the unit, or turn the disc clockwise to reverse the jam. (See Section 4E for choosing the right food.)

Other Troubleshooting

What if the dog is afraid of the machine? Be careful to pair treats with the Treat&Train™ system before you activate the machine. Follow the steps in 4E in this Quick Start Guide for instructions on how to test to see if food is the optimal size. For a list of foods that work in the Treat&Train™ system visit www.treatntrain.com.

What if the treat takes more than a second to dispense? Properly sized treats will dispense within a fraction of a second after you press DISPENSE on the remote. If they aren't, see Section 4E.

What if the disc seems to spin slowly? Change the batteries. The batteries may be old or they are rechargeable batteries with a low mAh rating.

I put the Treat&Train™ system in DOWN-STAY mode and it shuts off after one minute. Why? You must set the fixed-variable switch to VARIABLE if you want the machine to dispense until it's empty. When the FIXED-VARIABLE switch is set to FIXED, treats will dispense at the rate determined by the treat rate dial, but only for one minute.

What do I do if my remote control isn't working? Check that the remote control and base unit are set to the same channel. Also check the batteries in the base unit and remote control.