

CLICKER TRAINING

In this class you will learn the principles of Clicker Training. The clicker sends a signal to the dog letting him know that his behavior at the moment of the click is correct and that he will be rewarded for that behavior. Thus, the clicker is an event marker used to immediately identify each small success.

Advantages of Clicker Training:

It's easy on the dog.

It doesn't require physical strength on the part of the trainer.

It never places the dog/trainer relationship in jeopardy.

Allows the dog a high degree of success while working on his own level of competence.

Disadvantages of Clicker Training:

It puts the responsibility solely on the shoulders of the trainer.

Success or Failure is never the dog's responsibility.

It requires good timing, patience and creativity.

It requires the trainer to develop acute observations skills.

It requires the trainer to remove emotion from the training process.

It requires the trainer to learn, understand and apply the principles of Operant Conditioning.

Why the clicker instead of a verbal event marker?

The clicker is faster and more immediate, thus capable of isolating the most minute of behavior; i.e., a turn of the head.

The clicker is non-emotional.

The clicker is never dishonest.

The clicker is precise, concise and consistent.

Rules of the clicker game:

The clicker must be immediate to the behavior.

A reward must always follow, but does not need to be instantaneous.

The clicker is used only to mark good behavior.

The clicker is NEVER, EVER be used to get the dogs attention.

The click always ENDS the behavior.

Add duration in one second increments. Simply withhold the click for the new increment.

Don't assume your dog knows anything.

Be fair, don't ask for too much too soon.

Don't add the verbal cue until the dog is consistently offering the behavior.

Once a behavior has been properly put on cue, go to a variable schedule of reinforcement.