



Zorgbeest

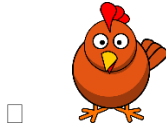
4. Training of the farm animals:

- Basic principles:
 - Each training course is conducted in a positive and relaxed atmosphere and has a reward-oriented structure.**
 - Positive punishment and coercion are fundamentally wrong and will create fear and aversion.**
 - Obedience training is part of the preparations for AAI animals (Coppinger, Coppinger & Skillings, 1998).
 - One single person (the handler) should do the training with the animals.
 - The handler must have good knowledge of learning principles in order to train the farm animals correctly.
 - Training takes place outside regular work context – off-site – in a calm environment with as little distractions possible.
 - Be consistent with commands and rewards during AAI.
 - Make use of clicker-training.
 - The farm animals should be target-trained. The target can be used for further modulating all sorts of behaviours such as:
 - To feel comfortable and at ease amongst unknown people.
 - To let the entire body be touched, stroked or groomed.
 - To follow a target and tap it on command.
 - To march along with you.
 - To feel comfortable being transported.
 - To sit down on command.
 - To lie down on command.
 - To stand on the hind legs.
 - To stay at ease (when in your arms, sitting on the lap, table or platform, on a stick or when on the ground).
 - To climb or jump an obstacle.
 - To pass an obstacle underneath.
 - To walk in between cones.
 - To spin round.
 - For a pig: to be able to trace an object and grasping, returning and releasing it on command.
 - For a chicken: to be able to indicate the distinction between different colours by tapping.
 - Etc.
 - Clicker-training should be used when training on targets.
 - Keep the training sessions short (approximately 5 to 10 minutes).
 - Choose healthy and appropriate rewards.
 - Do not train the animal just before, during or after feeding time.
 - Each animal should be trained individually.
 - Training is a step-by-step process: it must be carried out gradually.
 - Conclude each training on a positive note.
 - The animal should above all enjoy the training. Training should not cause a lot of stress to the animal, but it is normal he or she feels minor stress related to the learning process.

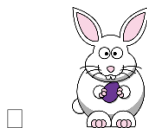


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- Training guidelines for each farm animal species specifically:



- When rewarding: do not let the chicken eat out of your hand. Offer the reward (e.g. rice or grain) in a tray or pot.



- Offer different types of fruit and vegetables as reward, so the rabbit can choose something he or she likes.



- Pieces of apple or carrot or a handful of concentrated feed (specially for goats) are suitable food rewards.
- A ruminating goat should not be trained.
- Never click with the clicker device or give a reward, when the goat is standing on the hind legs and with the front legs up against you. This annoying and potentially hazardous behaviour (for small children and fragile people) should not be encouraged.



- Continuously monitor the set boundaries when working with a pig.
- Work as much as possible with positive reinforcement.
- Some behaviours should not be tolerated when training the pig, such as:
 - Bobbing for treats: the pig must be taught to carefully take the reward out of your hand. If the pig refuses, than he or she should not get a treat.
 - Biting: never allow a pig to bite you. Biting behaviour should be followed by a clear and loud 'no' or a time-out for the pig.
 - Pushing you or standing on your feet or toes: the pig should learn to respect the personal space of humans in order to ensure the safety of future clients. Teach the pig to maintain a safe distance from your legs of at least 0.5 metres. Only then, you approach the pig.
 - Yelling and screaming loudly when seeing you or other people: they act out or behave in this way because they associate people with food or when they are hungry or want attention. Ignore this disruptive



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behaviour unless they do so to chase people away. Respect the fixed feeding schedule.