

## VARIATIONS

### QUICK PLAY

At the beginning of the game, decide on the number of rolls that will be played. Cross out additional rolls on the score pad.

### FIRST DOG

Shuffle the cards. Pile them in a single stack. Players alternate drawing the top card and reading the activity out loud. First dog to correctly perform the activity gets the points (number of pawprints).

### SOLITAIRE

Roll the dice and draw a matching card, or draw a card randomly from the complete deck. Get your dog to do the activity on the card.

## POINTERS

1. Think of creative ways to get your dog to do tricks (lure your dog with treats, toys, your voice and gestures).
2. Keep your dog's attention focused on you.
3. Give your dog positive feedback - don't get mad at or punish him.

## HINTS

**People are motivated by money, love and attention. Dogs are motivated by food, love and attention. Use voice, gestures and treats to get your dog to do what you want. Choose the right vocal tone to bring about the desired response: Authority? Excitement? Calm? Coaxing? Encouragement? Combine small tasks to perform complex activities. The following hints may help you get your dog to perform the Do You Mind activities.**

**BACK UP** - Walk toward your dog with your hands (palms out) pushing toward him, say, "Back up!" He should automatically back up.

**BARK** - Say "Bark!" or "Speak!" Make a knocking sound (e.g. under the table) without your dog seeing you do it. When she barks, treat her.

**BEG** - Have your dog sit. Say, "Beg!" while you lure him up so his front legs are off the floor and his bottom isn't.

**COME** - Hold a treat so your dog can see and smell it. Quickly back away with an enthusiastic, "Come Fido!" When she comes, treat her.

**CRAWL** - Without letting your dog rise from a down, say "Crawl!" Lure him forward holding a treat in front of his face so he crawls forward.

**DOWN** - Have your dog sit. Hold a treat in front of her nose. Slowly move the treat to the ground between her paws (while saying "Down!") until she lies down.

**DROP IT** - When you want your dog to let go of something he has in his mouth, hold a treat near his nose and say "Drop it!" He should release the object and take the treat.

**GO POTTY** - This works! When you put your dog out to do potty, say "Go Potty!" After she does, treat her. She will learn to potty on command.

**HEEL** - Have your dog stand next to you on your left side, hold a treat in your right hand near your dog's head, walk forward and say, "Heel!" After she walks forward next to your left side for 5 steps, treat her.

**MOONWALK** - Raise a treat high enough for your dog to stand on his back legs. Say, "Moonwalk!" Lure him backwards with the treat.

**SHAKE** - Have your dog sit. Say, "Shake!" Grab her right paw and treat her. Repeat until she offers you her paw without you grabbing it.

**SIT** - Hold a treat in front of your dog's nose. Raise it above his eye level and back slightly over his head, say "Sit!" To keep his balance, he'll sit.

**STAND** - Have your dog sit or lie down. Hold a treat in front of her nose, say "Stand!" and slowly move your hand away from her until she stands up on four legs. Treat her when she stands.

**STAY** - Have your dog sit. Tell him, "Stay!" Don't treat him until he stays as long as you want him to. Increase time as he gets better.

**TAKE A BOW** - Have your dog stand on all four legs. Holding a treat in front of his nose, lure him to lower his head and front quarters with his bottom still up in the air. Say "Take a Bow!" Treat him when he does it.

**TWIRL** - Say "Twirl!" Make wide circles (parallel to the ground) over your dog's head holding a treat in your hand luring her to turn in circles.

**WAIT FOR THE TREAT** - Place a treat on the ground. Say, "Wait!" Don't let your dog have it until you tell him "Take it!"

**WATCH ME** - Hold a treat on the bridge of your nose. Say "Watch me!" Don't give it to your dog until she's watched you for at least 10 seconds.

**YES or NAY** - Tell your dog, "Say yes!" while holding a treat in front of his face. Move it up and down. His head will nod as his eyes follow the treat movement. Or tell him, "Say nay!" Move the treat left and right.

**RECAP** - These are examples of how to use treat-luring, voice and gestures to get your dog to do what you want.

## A CARD/DICE game where people compete to get dogs to do fun activities!

**HOW TO PLAY:** Roll the pawprint dice, pick a matching pawprint card, get your dog to do the activity, enter your score on the score pad. Highest score WINS! You, your friends, your family and your dogs will have SO MUCH FUN!

The **OBJECT OF "DO YOU MIND?"** is to score the most points by getting your dog to do the fun activities on the pawprint cards in a designated amount of time.

**ITEMS NEEDED TO PLAY:** 1 or more dogs, dog treats, dog toys.

**WHO CAN PLAY "DO YOU MIND?"** Any combination of 1-4 people (12 years or older) and 1-4 dogs (12 weeks or older)

**VARIATIONS:** **Competition** 2 - 4 people compete with 1-4 dogs to see who is best at getting a dog to do things. **First Dog** Who gets their dog to do the activity first. **Not my Dog** Switch dogs with other players. **Solitaire** 1 person plays with 1 dog for fun and learning. **Quick Play** At the beginning of the game, cross out additional rolls on the score pad.

**DO YOU MIND INCLUDES:** 1 pawprint dice • 1 one-minute sand timer • 1 score pad • 1 pencil • 60 pawprint activity cards • portable case • Hours of FUN!



darfinc.com



A game you play **WITH** your **DOG**

For people 12 years or older & dogs 12 weeks or older

## RULES OF PLAY

### GAME SET UP

1. Remove all game parts from the portable case.
2. Stack like pawprint cards (total of 6 stacks) face down.
3. Place the sand timer, score pad, dice and pencil near the 6 card stacks.
4. Have dog treats and dog toys available for players to use.
5. Determine dog/people teams and enter names on score pad.
6. Decide whether to play with or without the timer.

### HOW TO PLAY

1. Each player rolls the pawprint dice – the highest roll starts.
2. Player 1 rolls the dice and picks a card from the top of the matching stack.
3. Read the card out loud.
4. If you think an activity will hurt your dog, place the card on the bottom of the stack. Select the next top card.
5. As soon as you finish reading, another player starts the timer. Your dog must perform the activity before the timer runs out.
6. All other players judge whether an activity has been performed correctly.
7. **If the activity is correctly performed**, enter the pawprint number on the score pad. **If the activity isn't correctly performed**, enter 0 on the score pad for that roll. Place the card on the bottom of the original deck face down.
8. The next player takes a turn.
9. Play continues until score sheet is full.
10. Highest score WINS!