

## GDBART in a room procedure

May 19, 2019 Changes are in blue – Test components 4, 7, 9, 21

### Materials required

- See through dividers to partition space approximately 30 x 30 feet (i.e. exercise pens).
- Clock with a second hand
- Under footings taped in place, short end against wall: plastic bread delivery tray, plastic wavy roofing material. You can substitute other items such as a section of exercise pen 30" (76 centimetres)
- Model dog or other statue (animal type, about 24-36" tall)
- Electric box fan (higher speed flow, quiet if possible), tape or runner 2 feet from fan
- Stuffed bone or Kong- with Kong Paste or similar filling like frozen wet dog food enjoyable to dogs
- Sandwich in plastic container with a plastic with holes in top
- Noise: loud vacuum cleaner, rocks in metal container (lunch box)
- Stuffed animal on chair
- Short table (24"wide x 42"long x 20" tall), same size as veterinary table
- Guide Dog Harness- various sizes to fit properly
- Other dog (off leash- non-reactive to other dogs, preferably a small dog, different breed from dogs tested)
- Scavenging items placed on floor- three 1" diameter Velcro dots or squares that contrast with the floor



color. These are used to mark location 1-3.

- Doll- about 2 feet tall example child size Mannequin: [http://www.amazon.com/Realistic-Standing-Unisex-Child-Mannequin/dp/B00M9BGWF0/ref=sr\\_1\\_5?ie=UTF8&qid=1431000480&sr=8-5&keywords=childrens+mannequins](http://www.amazon.com/Realistic-Standing-Unisex-Child-Mannequin/dp/B00M9BGWF0/ref=sr_1_5?ie=UTF8&qid=1431000480&sr=8-5&keywords=childrens+mannequins)
- Access to stairs or test after
- Woof stick, flirt pole (for chase)
- Novel objects: mechanical toy that rolls, mechanical toy that makes noise & moves

Laughing Chuckle Buddies Cow-



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- garbage can 20" tall - place very smelly item in garbage can (we used paper with bacon grease)
- Leash



- Unusual person suit

[Amazon.com OUTERDO 3D Leafy Ghillie Suit Woodland Camo Camouflage Clothing jungle Hunting Free Size](#)  
by OUTERDO \$35.49

- Plant in a pot, with 5 drops of urine from a spayed female on each of 2 pieces of paper towel
- Flying bat or similar- Amazon sells one . Hang is so it is 6 feet (1.8 meters) from the floor. Best to hang using a fine line such as fishing line that is tied to a hook or a loop of line from the ceiling



- [Flying Bat with Flapping Wings](#)
- Upright solid items to use as a tight space. Height about 1 meter (3 feet), length about 2 meters (6 feet). Place the upright item so the width that you walk through is 21 inches (53 centimeters)

**People required: 5 minimum- 6 is better (helpers can be less skilled volunteers)**

1. Handler- should be skilled in dog handling and communicating with dog
2. Helpers: **H** 9 tasks –bring in dog to be tested, examine dog, give Kong & novel object, bring in distraction dog, speak in megaphone, shake noise can, handle flirt pole, open umbrella
3. Unusual person- helpful if skilled
4. Videographer

**Test time=** most dogs about 12 mins. The test places stress on the dog to access changes in the emotional state. Welfare of the dog must always be a priority. Modifications should be made in handling the dog where needed to adhere to the welfare needs of the dog.

**Testing space is set up as noted in diagram.** No objects are on, no people in the space. Passive items include:



1. Statue other than a dog- ideally with big eyes and 50-70 meters tall
2. Stuffed animal on chair

**Instructions if dog has bad behaviour during test:**

1. If dog knocks over trash and takes items from the trash, pick it up, put it back in the trash can and put the can on the table.
2. If the dog then takes the container with the sandwich off the table, remove the container from the x-pen.

Item Time		Procedure	Problem Solving
1 60 sec	New Situation	Helper heels dog on leash 2 steps into space, removes leash, and leaves	Observe behaviour. If dog knocks over garbage can or takes the container with the sandwich, someone enters space and puts sandwich back on top of the table. If dog attempts again, item is removed until needed later. If dog tries to eat the sticker on the floor, provide verbal warning. If dog is persistent then remove the stickers.
2	New person greets	After 60 seconds, handler enters space at same entry as dog, walks 2 steps, faces dog, says dog name, come. As dog comes, stands, puts on leash then strokes dog and praises dog quietly saying good dog,	If dog does not come, handler repeats request, bending down. If dog still does not come, handler goes to dog and puts on leash.
		<b>ON LEASH</b>	
3 10 sec	Taking food treats	Handler stands and provides 3 treats, one at a time while saying good dog then stands without interacting with dog for 10 seconds. Stroke dog once again.	Observe how softly dog takes food treats. Also, in beginning of test, helps establish value and beginning of a relationship with the handler
4	On leash heel, sit	Give dog heel command and proceed to location 2, give sit command, praise if sits ( <b>eliminated down</b> )	If dog does not sit, provide hand command, leash cue and repeat verbal command. 1x
5.	Collar pressure, Down	With hand on collar lead down using mild collar pressure to location 3. Collar pressure should be up and forward toward the dog's head. With hand still on collar, give verbal down command along with light collar pressure and praise.	If dog does not down, relax collar pressure and ask again with collar pressure and more enthusiastic verbal down command
6	Fan H	Helper turns on fan, handler heels dog toward x-pen from location 3 then along x-pen allowing dog to investigate fan, loop back to walk past the fan at a distance 24 inches from the fan, proceed 2 steps past fan, loop back and repeat. Helper turns off fan	If dog will not walk past fan the first time, handler allows dog up to 5 seconds to investigate then tries walking past again at a greater distance (2 feet further away).
7	Umbrella H	Helper stands inside of x-pen at the opposite end of where dog originally entered. Facing location 3 holding closed umbrella pointing downward. Handler approaches with dog on leash. When dog is <b>6 feet</b> away, umbrella is opened and raised as is done when using an umbrella in the rain. It is then closed after the dog investigates.	Dog is allowed to approach and investigate helper and umbrella. If dog did not see umbrella opening, repeat. If dog refuses to approach after 5 seconds, handler approaches person with umbrella and calls dog by name. If still no approach, umbrella is closed and umbrella person immediately squats sideways to dog and does not look at dog. When dog approaches, umbrella person can greet the dog. If the dog does not

			approach in 5 seconds, proceed to the next test.
8	Tight space & under footing	On leash, walk with handler first through tight space and dog following, then over both underfootings (UF) with the UF on left of handler.	If dog jumps over or goes around UF, handler tries up to 3 passes walking past UF while hand gesturing for dog to walk on it. First 2 tries, no lure and 3 <sup>rd</sup> time you can use food or toy lure. Do not pull the dog if the dog refuses.
9	Vacuum <b>On then off leash</b>	With dog on leash and leash held long at handle, handler, walks to vacuum cleaner. <b>Move the handle of the vacuum cleaner 3 times. Allow the dog to investigate as needed.</b> Turn on vacuum cleaner for 5 seconds, observe reaction. Then while the vacuum is still on, ask dog to come and praise the dog. Turn off the vacuum and take off the leash. Vacuum is turned on again by handler while handler is still standing still next to the vacuum. After 5 seconds, handler calls dog. Once dog comes, praised then turn off vacuum cleaner	If dog does not come within 5 seconds, move 3 steps in front of the vacuum while still running and call dog up to 3x. If still not coming, turn off the vacuum then call repeating as above. Observe if dog will approach vacuum once it is off
10	Noise  H	Helper stands outside the x-pen just past the vacuum holding the shaker can (metal can with metal objects in it or rocks). The dog is put back on leash after the vacuum and walked by the handler towards the x-pen where the helper is standing. Helper shakes the can loudly 5 times when the dog is 3 feet from the helper. Helper holds the can still in place. Dog is allowed to investigate, and sniff then walked on leash toward to rug runner which is by the fan Can is dropped inside the x-pen, just behind the dog as dog moves away from the helper.	Observe behaviour. If dog does not come within 5 seconds, move 3 steps in front of the vacuum while still running and call dog up to 3x. If still not coming, turn off the vacuum then call repeating as above. Observe if dog will approach vacuum once it is off.
11 15 sec	Kong H	Handler takes stuffed Kong from helper, asks dog to sit, places stuffed bone on floor near handler's right foot, and tells Kong "free, take it". Allow dog 15 sec then handler says "Out", asks dog to sit. Handler takes Kong and returns to helper	If dog moves away with bone, handler takes up slack in leash and retrieves bone. If dog refuses to give up bone or If dog displays signs of resource guarding aggression, heel dog away and have a helper pick up the bone.
<b>OFF LEASH</b>			
12	Dog Distraction H	Handler unclips dog's leash. Helper walks distraction dog into room and either throws food on floor along fence or walks along with dog. When distraction dog enters room, handler unclips dog's leash and tells dog it is free to leave. Distraction dog makes 2 loops across front of x-pen then leaves. Handler calls dog as distraction dog is leaving. Praise dog for coming and reward	Food reward is provided if dog is able to be responsive. If dog does not come, not respond, ask again.

13	Tight space & Underfooting H	Handler asks dog to heel off leash from location 1 and walk through tight space then over underfootings. Gesture with hand moving across underfootings to encourage dog and make it clear what you are asking. If dog is hesitant, provide verbal encouragement and touch the item.	If dog does not go over the first time, the handler encourages the dog by sweeping your hand across the underfooting and speaking to the dog. If still won't go on, food lure or a toy can be used along with encouragement. Do not pull the dog over the underfootings if the dog refuses.
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14	Novel Object 10 sec H	Handler takes object from helper, turns on and places on the floor at location 3. Handler steps back 1 step, silently faces object. Allow 10 seconds for dog to investigate, sniff and leave the object. Whether or not dog has not approached by 10 sec handler goes to object, picks it up, turns it off, calls dog and provides support if needed. Handler returns object to helper	If the dog does not approach readily handler provides verbal encouragement for up to 5 seconds. If dog grabs objects, handler asks dog to drop item using command "out". Give food reward if dog drops object. Go to dog and trade with food if dog does not drop.
15	Sandwich (House Manners)	With dog off leash, at table, remove top from food container, remove sandwich, pretend to eat a bite of sandwich the place sandwich in container in middle of table with container using a lid with holes.	If dog jumps on counter, handler steps in front of dog, body blocks. Observe dog's persistence. Push container back to center of table is dog if is persistent. Put the sandwich back in the container if dog attempts to eat the sandwich while handler is holding it. If the dog is persistently taking the sandwich off the table, remove it.
16	Elevated surface	Ask the dog to follow the handler off leash then clip leash on the dog. Handler taps hand on top of exam table and uses appropriate verbal command dog has learned. Handler holds dog's collar loosely for 10 seconds observing dog's comfort level being on the table.	If the dog will not get on the table after encouraging and letting the dog try three times, do the exam on the floor
17	Body Handling H	Handler holds dog with one hand on the collar and the other lightly under the abdomen. Another person approaches from front, greets, strokes head and over back, Moves to side of dog, holds muzzle while stroking head, holds collar while picking up front then back foot, Opens dog's mouth, holds muzzle and wiggles finger in each ear. Handler holds dog for blood draw & vet person picks up leg. <b>OFF LEASH</b>	.
18	Chase H	With dog off leash, Helper stands outside of test area with Woof Stick (Flirt pole) inside the test area. Helper makes 6 passes with it in a manner	If dog does get the item, put foot on rope, and ask dog to drop, Trade for food

		that dog does not catch the item. <b>Handler calls dog puts on leash.</b>	
19	Bat	Heel dog to bat and turn on for 4 revolutions then turn off	
20	Harness	Place dog in sit position. Place harness over the dog's head. Adjust harness to fit correctly. With the handle off or fixed in a position to stay up without holding the handle, walk from table to 1 then back to 3. then place handle down and walk from 3 to 1 then back to the table. Remove harness. Allow dog a short time on a 6ft leash to resolve any stress from the harness.	If dog turns head away when placing harness over its head, place hand under chin and try again. If dog still refuses, use food to lure the dogs head through the harness. Encourage the dog with verbal praise and if they still will not move try backing up while scratching the dog's shoulders.  Dogs cannot be tested if they will not walk on leash with the handler without the harness. Test this later with a familiar handler.
21	Unusual Person H	Handler unclips leash, and holds dog's collar standing as far away as possible facing the door and in clear view of where the unusual person will enter. Handler lets go of collar and indicates dog is free when the unusual person is cued to enter. The unusual person dressed in leafy hunting suit, bangs flat hand loudly on door 3x, enters room 3 steps and stands looking at dog. When the dog approaches within touching distance, the unusual person greets the dog verbally saying Hi Dog in a happy tone and removes the veil and puts the dog on leash.	If dog does not come within 15 seconds, clear throat, if still not coming, lift veil, remain standing, say Hi Puppy in a happy tone. In 15 seconds if does not come, squat or kneel and turn sideways, saying dogs name. In 15 seconds if dog does not come, handler goes to dog, puts on leash and walk toward the unusual, encouraging the dog to follow. If dog does follow, then end the test.
22	In countries where pertinent White cane	Handler walks dog on leash across room while using a white cane in a sweeping motion. Cane is tapped on return across the room.	
23	Stairs- Only if an issue	Take dog out to stairway, walk dog up and down stairway	

General comments:

1. The handler interacts with the dog using the dog's name, providing verbal and physical praise and rewards that are appropriate for your program. Occasional food rewards are acceptable if this is part of your program.
2. If dog cannot complete a test component within the time or protocol, proceed to the next item.
3. If the dog is not willing to approach the handler or is running around in an uncontrolled manner for more than 2 minutes despite efforts to connect with the dog, the handler can use an appropriate method to get the dog on leash. Attempt to continue the test but if the dog is unable to respond, proceed to the next test item. If the dog does this repeatedly, perform the rest of the test on leash.
4. If the dog shuts down or it is deemed inhumane to continue the test due to stress reactions, the entire test should be stopped.