

# Animal Training Plan Approval Form San Francisco Zoo

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Department\_ Hoofstock Species\_ Rhino

Animal name\_ Boone Accession number\_\_\_\_\_

Behavior to train or modify\_\_ Use of the automated Foobler

Reinforcers\_\_ Approved high value food items including corn, pears, melon, horse biscuits, and greens

Trainer/Mentor\_\_ Julie/ Debbie

Assistant trainers\_ Amy, Allison, Bethany, Hoofstock keepers

Curatorial approval\_ Jim Nappi

Vet approval, or Director of Training \_ Debra Marrin

Safety concerns if any –

Start date\_ March 3, 2016 Completion date\_\_\_\_\_

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**Training Goal (Please describe the completed behavior and its criteria.)**

We would like Boone to manipulate the Foobler when the bell tone and vibration activate to make the food fall out.

**Shaping Plan Approximations (List the training steps in sequential order).**

**Part A - Tone work**

1. Working at the training wall place the bucket on the wall and play the tone. Hand a reinforcer.
2. Play the tone and let the bell sound ring three times and then reinforce. This will be how it operates in full function.

**Part B - Foobler use** – The steps are listed below without a time frame or number of responses. We will progress to the following step when Boone is ready. We know he is ready when he is successful at the current step multiple times (2-3). Successful meaning he acquires the reward and is not frightened during the process.

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**1. Place food inside the black tub and place the Foobler on top. There should be a large amount of food (high pay off) inside the tub. Enough to make sure the Foobler does not stick to the tub. A small amount of browse should be visible sticking out of the tub. The goal is for him to push the Foobler off of the tub to get the food.**

**2. Place food inside the black tub and place the Foobler on top. There should be a large amount of food (high pay off) inside the tub. Enough to make sure the Foobler does not stick to the tub. There should not be any food showing outside the tub. The goal is for him to push the Foobler off of the tub to get the food.** This may be a big leap for him. Currently and in step 1 his motivation to push is seeing the food.

**3. Put the bucket with the tone inside the Foobler and attach the lid. Put the Foobler on top of the tub with the food inside. As he approaches play the tone when he is approximately 10 feet away. First pairing of the tone inside the Foobler again.**

**4. Put the bucket with the tone inside the Foobler and attach the lid. Put the Foobler on top of the tub with the food inside. As he approaches play the tone when he is approximately 5 feet away.**

**5. Put the bucket with the tone inside the Foobler and attach the lid. Put the Foobler on top of the tub with the food inside. As he approaches play the tone when he is approximately 2 feet away.**

**6. Stop using the tub and place the Foobler on top of hay and browse so he must push the Foobler to get to it. Play the tone when he is 2-5 feet away.**

**7. Place food in the Foobler and play the tone as he approaches. If possible have a large amount of food in the Foobler so he gets a good payoff if he pushes it.**

**8. Reduce the amount of food by filling the compartments only set on the timer. Times to be discussed by the group. Have an observer to record interactions.**

In addition to the Foobler specific plan it would also be good to have daily environmental changes for Boone to encourage flexibility and build confidence. We could write up a schedule like the enrichment schedule with the following options.

Put in a novel item, rotate known items, change locations of items, change locations of food, deploy Foobler, put scents on objects

It would also be good to have a variety of food choices to use in the Foobler. We should have a test day for choices of what will fit and easily dispense.

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