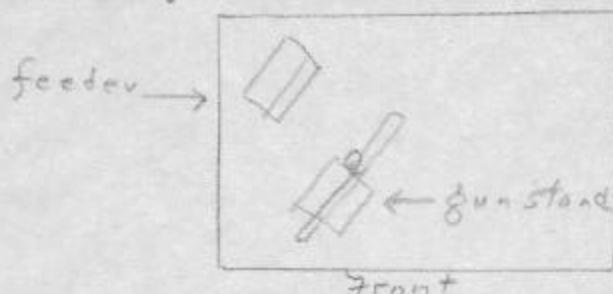


INSTRUCTIONS FOR TRAINING CHICKENS ON THE CORK GUN ACT

Set up the feeder and cork gun in the proper place on the stage, preferably at first in some position where the chicken can see the grain fall when you click the feeder button. For example:



The chicken should be fairly hungry when you begin the training. Click the feeder button when you put the chicken on the stage, so that she can locate the feeder and get in the proper position.

As soon as she finishes eating, wiggle the rubber doughnut on the popgun slightly with your finger until the chicken notices it. If she strikes at it or even starts to take hold of it, reinforce her very quickly. The second time, make her touch the doughnut. After she makes two or three contacts with the doughnut, make her bite at it. Then make her pull on it slightly. Give her twenty or thirty reinforcements of this sort, reinforcing the stronger pulls whenever possible, but do not insist on too strong a tug the first day.

The second day, the chicken should again be hungry. Today insist on stronger tugs. Cock the gun and see if you can get the chicken to fire it a good proportion of the time. If the chicken is consistently too weak, and seems to get discouraged, put her away and let her get hungrier. Try again the next day.

By the third or fourth day, she should be firing the gun fairly consistently. You can start moving the gun around to various positions now. Wait until the noise of the gun has subsided to click the feeder in positions where the chicken cannot see the grain fall into the feeder.

In insisting on a strong, adequate tug, you must be careful not to extinguish the chicken, that is, let her get so discouraged that she starts to wander around, pay no attention to the gun, etc. If she fails to get in enough strong tugs to warrant enough reinforcements to keep her "interested", put her away for the day and let her get hungrier.