



Master's Voice™

A silhouette of a hunter wearing a cap and holding a rifle, standing in a field. A dog is sitting in front of him, looking towards the camera. The background is a bright, orange sky with lightning bolts.

Gunshy Cure System

VISIT GUN DOG SUPPLY.COM
ORDER THE GUNSHY CURE AUDIO SET
SEE OTHER MASTER'S VOICE PRODUCTS

Master's Voice Gunshy Cure System

Table of Contents

About The Program	Pages 3 - 7
Why Dogs Become Gunshy	Pages 7 - 12
Master's Voice Gunshy Cure System	Pages 12 - 15
Curing Your Dog's Gunshyness	Pages 15 – 27
Gunshy Cure Contents	Page 28
Suggested Playback Sequence	Page 29

APPENDIX

Warranty	Page 30
Other Master's Voice Training Systems	Page 30
KennelCalm System Contents	Page 31
About KennelCalm	Page 31-32
Contact Information	Page 32

ABOUT THE PROGRAM

Congratulations!

You have purchased the finest system available for rehabilitating a gunshy dog. This training program combines proven behavior-modification techniques which, when used correctly and consistently, will cure your dog's gunshyness.

Overview and Steps to Success

1. Thoroughly read the manual before you start using this program with your dog.
2. For maximum success, do not attempt to cure more than one dog at a time. If you do have several dogs, make sure to separate them during training since you want to remove any distractions while your dog is going through this process.
3. You are the Doctor or Psychologist, and your dog is the patient. Observe your dog's behavior and do not proceed to the next segment until you are sure your dog is ready. This is very important because some dogs will progress through the steps slower than others.

4. Take your time and be patient. Make sure that you are with your dog at all times while it is listening to the segments of the cure system.

We recommend playing Segment One as the basis of this training system each and every day for at least one week before moving on to Segment Two as outlined on the suggested playback sequence in the back of this manual.

5. Use the KennelCalm System to accelerate your training. Unlike the Cure System where you need to be there during every step of playback, the KennelCalm music-only System can be played even when you are not around. Many audio players will allow you to play continuously.

Supplementing the Gunshy Cure system in this way has shown to accelerate the process as well as afford you the opportunity to continue conditioning your dog while you are not around.

6. After your success using this system, don't just put it on the shelf and forget about it. Many expert trainers recommend you give your dog a refresher course prior to each hunting season as a matter of conditioning.

The Gunfire - Is It Real...?

Yes, the gunfire on this program is real - recorded in the field with 20-gauge and 12-gauge shotguns, using the finest recording equipment available.

WARNING - your dog will recognize it as real too. So don't be tempted to "try" one of the shotgun blasts on the dog. The system is based on a series of carefully planned sequences, and even one loud report played at the wrong time could affect your success in curing your dog's fear.

How Long Will it Take?

It may take up to six weeks to complete the entire program, depending on your time and your dog's response to the training. Plan to spend several minutes every day playing the program for your dog as outlined in our suggested playback sequence in the back of this manual.

The program begins with one ten-minute segment of relaxation music without gunfire. Gunfire is gradually introduced and the music is gradually decreased until only gunfire is heard on the last segment.

Once you have successfully taken your dog through every segment on the program, it should be ready for a field test. Don't rush it – most dogs need to hear each segment ten

times or more for lasting conditioning. The idea is to build a calm confidence that helps you and your dog succeed.

Where Should I Play the Training Program?

You can play the program in the house or outside, but vary the location, as dogs tend to be “place learners.” Otherwise, it could do great in the kennel but forget everything it learned when you move out to the field.

High quality playback is also important. Make sure you are playing the system on a good quality stereo system or speakers, as the success of the system depends on the high quality gunfire sounds as well as the carefully designed pacing of the music and gunfire.

Never play the program any place where the dog has had a bad experience - you want to create only positive associations right from the start.

A Word About Your Training Program

This program was produced in a professional studio, under the finest quality control and stereo reproduction conditions. The success of this system depends on the high quality recording and the pacing of both the music and the actual gunfire.

The guesswork and testing have been done for you. The gunfire on this program may appear random, but it is based on hundreds of hours of testing dogs' responses to very specific music and gunfire patterns. The nature of the music, the rhythm and even the instruments used are based on in-depth observation, analysis and testing with gunshy dogs. The result is a system that is as effective and risk-free as possible.

WHY DOGS BECOME GUNSHY

Many dogs first develop fear of the gun during one of these critical “hot button” learning stages:

- Six to eight weeks of age
- Three months, give or take a week
- Six months, give or take half a month
- One year, give or take a month
- Two years, give or take two months

Situations that can lead to gunshyness include:

- One particularly bad experience, such as being hit by pellets or injured when the gun was being fired
- Loud noises used to chase a dog
- Fireworks tossed at a dog
- Training done primarily through punishment
- Some dogs have an inborn tendency to fear loud noises

Your Dog's Personality

Every dog has a surprisingly distinct personality. Your ability to deal with your dog as a unique individual has a strong impact on its behavior.

The following are typical personality types:

Dominant—This dog is a “take-charge” type. It knows what it knows and can be difficult to handle in a situation it can't control. If a good rapport has not been established, this dog makes its own decisions, not minding its owner, because it doesn't believe its handler is in charge.

The handler may try to control this dog's strong, instinctive behaviors with harsh punishment. The poorly trained dominant dog may turn on its owner or may connect punishment with the offending noise.

Shy—This dog is easily frightened or is insecure about many things— including loud noises. It also is likely to be insecure during training. Its timid personality is apt to displease its handler.

If the handler expresses anger, the insecure dog will learn to avoid situations that might lead to punishment. It may run off or cower at the sound of loud noises or thunder, again making it difficult for the owner to get the dog's attention.

Mishandled—A dog punished for something even remotely connected with its response to loud noises—chewing, cowering, barking—may become fearful and associate loud noises with punishment.

Likewise, a dog that has been coddled and shown affection during its noiseshyness learns that being afraid is okay or even good behavior, because it is rewarded with attention.

Hounds—While retrievers, bird dogs and spaniels are bred to take directions from humans, hounds rely on their own noses and experience and accept direction less readily.

This necessary trail-hound behavior may make hounds seem willful, determined, obstinate and even stupid. But despite their independence, hounds like Beagles are among the more puppy-like dogs and need our reassurance. When such a dog is treated angrily, it becomes confused and insecure.

This system has been proven to work for all types of dogs, including hounds, regardless of their personalities or previous experiences.

The Handler's Role

Most owners don't understand their own part in creating noiseshyness. Whether a dog is dominant or shy, it will be

insecure if it never understands exactly what you expect of it. This dog is a perfect candidate for noiseshyness. Carelessly introduced loud noises are just another form of your angry outbursts.

To do your part to cure or prevent noiseshyness, you must be even-tempered and consistent. If you handle the dog often, praise it often and gain its trust and confidence, then properly introduced loud noises won't be frightening.

You can increase your dog's self-esteem and security through obedience training. Fears of uncertainty disappear when a dog understands exactly what you expect of it.

The Importance of Positive Rapport

Some owners spend lots of time interacting with their dogs. Others spend nearly no time at all. Some neglected dogs survive, while others develop serious behavior problems. Just as with children, the hours you spend with your dog are less important than what you do with the time.

- Show your leadership humanely, as a pack leader would in the wild. This builds the dog's confidence and trust in you, its leader.
- Set your dog up to succeed and then praise it. The noiseshy dog needs to know that all good things come

from you, and that negative things result from its own actions when it fails to follow your good advice.

- Spend time praising your dog when it does things right. This brings out the positive aspects of its personality and makes it a willing, cooperative partner.

Curing a Dog's Gunshyness

While your behavior is important in preventing gunshyness, it alone will not cure a gunshy dog. You're positive approach to training is important, but you'll need help. That's why this program was created.

When a dog shows fear of gunfire, don't be tempted to coddle or "reassure" it by saying, "It's all right. It's okay. Be a good dog." This will only reinforce its fear. Instead, ignore him. Act as if gunfire is an everyday event, not worth getting excited about.

It also would be a mistake to use rough tactics or to punish your dog for their reaction to gunfire. The dog will think the sound of the gun, perhaps even the presence of the gun, will always lead to punishment which further imbeds the fear.

During the next few weeks as you work to cure gunshyness, suspend all hunting, training and field work with the dog. These can confuse and actually reinforce its

fear. Don't fire guns anywhere near the dog during this period.

A Final Note

More than any other skills, your time, patience and persistence will help the gunshy dog succeed. This is a good chance to develop a win-win relationship with your dog.

If you have been extremely impatient or frustrated in training this dog in the past, you might consider having a professional dog trainer help you take the dog through the Gunshy Cure training program.

THE MASTER'S VOICE GUNSHY CURE SYSTEM

Behavior Modification Techniques Used

Systematic desensitization gradually exposes the dog to the sound of gunfire to help it overcome anxiety and other negative responses.

Your dog will succeed numerous times at each level of the program, while it becomes exposed to higher and higher levels of gunfire. The desensitization continues until the dog can remain calm with gunfire sounds at full strength.

Counter-conditioning uses background music specifically designed to relax the dog in order to help it remain calm despite the gunfire. A dog's normal pulse rate ranges from 70 to 130 beats per minute. The conditioning music on this program is 60 beats per minute, just a little slower than the average at-rest pulse.

The sound of plucked strings suggests a healthy heartbeat, and the overall effect is very calming. Your dog can't help but relax (and so will you!). It may even appear to fall asleep, but rest assured your dog is still aware of the calming influence of the music.

Extinguishing, by not reinforcing fear, helps break down the dog's undesirable behavior. In time, the behavior will disappear entirely. The careful combination of music and gunfire help eliminate, or extinguish, the fear.

As you use this system, you should apply two other extinguishing techniques:

- Ignore your dog's undesirable behavior if it ever responds with fear to the gunfire on the program. Just calmly and quietly turn the program off.
- Keep the dog away from real gunfire until after it has successfully completed this program.

What You Will Hear

A narrator will lead you through the program, announcing each segment's beginning and end. This alerts you to turn off the player before the program advances too far. You can easily program your player to play only certain segments as appropriate. See your audio player's manual for programming instructions.

The first segment is calming, rhythmic music, which conditions the dog to relax. Repeat this segment a minimum of 3 or more times a day for the suggested 8 days. Or better yet, use our more in-depth KennelCalm System (which came with your purchase).

In segments 2 through 14, gunfire is added. At first, music masks the gunfire. Then the gunfire gradually increases in volume, rate, frequency and intensity until gunfire and music are equal in volume on Segment Nine.

In Segments 10 through 13, the music is gradually phased down in volume while the gunfire volume level remains at maximum.

If you are patient and careful to play each segment in order and until the dog is comfortable before moving on, it should remain calm and relaxed despite frequent, multiple gunfire at high volume.

Eventually, your dog will be able to calmly listen to the program's final segment - loud, frequent gunfire without music.

CURING THE GUNSHY DOG

Getting Ready

If you've skipped ahead to this chapter, we urge you to go back now and read the previous chapters before beginning. You and your dog will be much more successful if you understand the program before you begin.

When you set the volume level for the first time, make sure that the dog is not around.

- Set the volume level to what you feel is a comfortable setting.
- It does not have to be as loud as real gunfire. Your dog's ears are sensitive and it will get the idea.
- Make a note of this volume level so you can keep it consistent as you introduce the segments to your dog.
- Always make sure that you return to this same volume level whenever you begin the training process.

You need to be present through the process to stop and start each segment or group of segments. Note that some audio players may allow you to automatically program the playback of only the desired segments.

The first segment is music only. Gunfire is introduced in Segment 2. The gunfire starts out very low, almost like popcorn popping in another room, with the music much louder. Don't attempt to adjust your player's settings - this balance is intentional.

The music and sound effects are precisely programmed to expose the dog to gunfire gradually. The Gunshy Cure program controls one aspect of exposure at a time - volume, type of gun, how often it is fired, how long the gunfire lasts, and whether it is single, double or multiple. Sometimes these variables will change within the same segment.

Using the Program

Plan to play the program every day, preferably while you feed your dog or do other pleasant, routine activities with him. Occasionally vary the location and time of day, as dogs tend to be "place learners" and may "forget" what they have learned when they are in a new location.

If you must skip a day, go back two segments to test and rebuild your dog's success. Moving forward too quickly or inconsistently could cause the dog to fail.

Segment One

Play the first segment while the dog is eating, relaxing near you, or doing anything it regards as pleasant. Don't pet or coddle your dog, because this takes its attention away from the music and its pleasant activity.

During this conditioning stage of training, make sure you have properly programmed the audio player to stop after the first segment or stop it yourself. Play Segment One, wait a few minutes, then play it again. Repeat this at least three times a day over the suggested eight-day period of time.

To accelerate the conditioning process, you can also use the KennelCalm System included in this program. Unlike the Gunshy Cure System, you can play the conditioning music of the KennelCalm System nonstop, even when you are not around. In this way your dog will be more thoroughly conditioned to this calming influence.

Introduce Hunting Gear

After you have built a positive association to the program (after playing Segment One at least five times) you can gradually expose the dog to the gear you carry in the field. Some gunshy dogs show anxiety just at the sight of the gun, a retrieving dummy, a whistle, a hat or a vest.

Be safe! Give your dog the idea that every last piece of your hunting gear either means nothing at all, or that something good is about to happen.

Using the gun as an example, below are some tips for introducing hunting gear:

1. Some dogs get nervous when they see the owner head for the gun cabinet, so leave the dog outside while you take your gun out.
2. Turn on Segment 1 and bring the dog into the area. Ignore the dog and leave the gun alone. After the music has been playing for several minutes, stand, pick up the gun and hold it for 30 seconds. Then put it back. Say nothing to the dog; don't even look at him.
3. If your dog gets nervous- pacing, looking from side to side, panting, or leaving the room- ignore him. Pick up the gun and put it away about two minutes before the segment ends. (Be sure to turn off your audio player after that segment.) Repeat this process each time you play the program until the dog totally ignores the gun or other gear.

If your dog seems particularly anxious about the gun, start by introducing other hunting gear, such as your hat or whistle. Then introduce the dog to other field equipment one at a time, and finally the gun.

When your dog is able to remain calm around any piece of equipment including the gun, and after you have played Segment One at least ten times, advance to Segment Two.

Ready to Advance?

Let's make sure your dog is truly ready to move on to the next segment. Watch the dog carefully for signs of fear or stress, and move back a segment or two if it shows fear.

You must play each segment until the dog is fully comfortable and shows absolutely no signs of fear, anxiety or discomfort.

These signs might include:

- Dropping its tail or head;
- Mouth hanging open;
- Drooling or panting;
- Cowering or nervous pacing.

Most dogs need to hear each segment ten times or more before proceeding to the next one.

Never leave the audio player unattended- an accidental exposure to an advanced segment could set your dog back considerably!

What If the Dog Shows Fear?

Here's what to do if your dog shows any signs of fear over a new segment:

- Quietly and calmly shut off the player. Don't coddle or reprimand the dog. By remaining calm, you set a tone, which it will tend to copy.
- Wait at least an hour before playing the program again.
- Count back one or two segments prior to the one that caused stress. Play the program from Segment One through that segment. Repeat this segment several times before moving on to the next segment. Never respond to your dog's anxiety with either reassurance or reprimand. This would only reinforce its fear.

Segments Two to Fourteen

When you are ready to introduce Segment 2, first begin by playing Segment 1. This advances your dog very gradually each training session and builds on its success.

Watch your dog closely, but let the dog think you're ignoring it. If it shows any signs of stress as you advance to the next segment, you are moving ahead too quickly. Don't show a reaction. Quietly and calmly turn the program off.

If your dog shows no signs of stress, continue through to the end of Segment 2. Do not continue into Segment Three until after you have played the first two segments as

outlined in the back of this manual. As we said earlier, most dogs need to hear each segment about ten times.

Repeat this process as you add new segments over the next days and weeks.

Segment Two—As you play Segment 2, bring out hunting gear, hold it for about 30 seconds, then put it away. If the gun causes anxiety, do not move it around or touch the action. Just keep the item in sight.

Segment Three - When your dog shows no stress from repeated playing of Segment 2, proceed to the Segment 3. Now you can reach down and pet your dog once in a while, if it is calm. Remain silent and pet the dog only if it is calm.

Segment Four - Once you have repeated Segment 4 several times and have seen no anxiety, bend down to your dog as you wear any problem gear or carry the gun.

If the gun has caused anxiety in previous segments, just casually hold it at the dog's head level. You might try rubbing some canned dog food or bacon grease on an old gun and letting the dog sniff it, if the dog is interested.

Do not force him, and say nothing. Proceed to Segment Five only after it shows no signs of anxiety or fear.

Segment Five - Bring out and wear field items, adding one each time you play a segment. Include your hat, gloves, chaps, shooting glasses, vest, dummies, whistle, flushing whip, etc.

Each time you add an item, take the gun out, and let the dog sniff it, then set it aside as you sit down with your dog. Whenever it is calm, pet the dog lightly and say “Good calm dog” in quiet, praising tones. This phrase will be useful later in fieldwork.

Your dog should be comfortable with all field items by the time you finish Segment Five. If not, repeat earlier segments until it shows no anxiety.

Segment Six through Fourteen - Proceed carefully through the program segment-by-segment, bringing out items at random, and the gun most often.

Don't move on to a new segment until you are certain the dog is comfortable with the last one. For best results, follow the suggested playback guide we have included at the end of this manual.

For Good Measure

After you have successfully finished the program, play segments at random for a few days. For example, start with

Segment 7 and let it play through Segment 10. Later play Segment 12. Another time, play Segments 3 through 5. Some time later, play Segment 13. This random training helps the dog handle any level of gunfire, at any time.

Testing Your Dog with Actual Gunfire

Once your dog has successfully completed all fourteen segments plus random playing of program segments you are ready to introduce it to actual gunfire in the field!

Now that you've come to this point, don't take chances in the field. Follow these instructions to give your dog a transition between the program and actual gunfire.

- Carry the player into a field or area where the dog has never trained or hunted.
- Work the dog as you play the music-only segment.
- Retrievers love to fetch, so have your buddy fire from 150 yards while you throw a dummy. Pointers are least likely to notice the shotgun blast when they're actively hunting for birds or when you flush birds they've pointed. Again, start at a distance of 150 yards. For Beagles and hounds, first shots are best fired at a distance while the dog is trailing or running.

- If your dog shows no reaction, it is ready for gradual, positive association with gunfire. Have your buddy come 50 feet closer each time you throw the dummy or flush birds.
- Expose your dog to gunfire in different locations at least three times a week over the next two weeks. Stand in different places and at different distances from the dog.
- Don't repeat any past mistakes such as reprimanding or coddling the dog. Make gunfire merely part of a pleasant day with you.

What If ...?

Most dogs that have been carefully conditioned with this system will succeed when a gun is test-fired over them. If your dog responds to the test shot with fear, do not proceed with actual gunfire. Instead, ignore the dog. Don't chase him. Just keep walking for a few minutes as though nothing happened and let the dog calm down.

When it is calm, casually walk the dog back to your vehicle and take it home. If you remain patient and do not show anger, there may still be hope. Try backing up a few segments in the training program. Play the program in the field to extinguish any possible connection with the place where it first feared gunfire.

What should you do if your dog still exhibits gunshyness? Depending on your dog's personality, your training skills and your schedule, you may want to repeat the entire system from the beginning again. Some dog's need this repeated exposure to completely cure them of their gunshyness. If that doesn't work, look for help from a dog trainer. Someone your dog has never hunted or trained with may have greater success with the program.

Maintaining a Confident Dog

Once your dog has successfully completed the training and field testing, your goal is to maintain its confidence. If it isn't exposed to gunfire for several weeks or longer, practice maintenance training in the field to prepare the dog for hunting season. It's best to work with a partner who can observe the dog.

Session One:

- Fire 100 feet from the dog's right side.
- Fire shot two, 100 feet from the dog's front.
- Fire shot three, 100 feet from the dog's left side.

Session Two:

- Come closer. Fire 50 feet from the dog's right side.
- Fire shot two, 50 feet from the dog's front.
- Fire shot three, 50 feet from the dog's left side.

Session Three:

Random training:

- Fire shot one at 100 feet from any direction.
- Fire shot two at 50 feet from another direction.
- Fire shot three at 25 feet from another direction.

Session Four:

- Move to new location.
- Repeat the random training in Session Three.

Session Five:

- Move to another new location and repeat the Session Three random training.

Session Six:

- Take the dog to a location where there might be game or birds. Repeat Session Three random training, shooting while the dog is interested in game.

Drug Therapy, for Some Dogs

If your dog is extremely noiseshy (for example, if it also fears thunder or fireworks), you may need to ask your veterinarian to prescribe a tranquilizer.

The drug will block emotional reactions temporarily, but must be administered at levels low enough that the dog is still fully aware of the gunfire. The idea is to alter the dog's response temporarily. The drug is phased out after

the dog has been sufficiently rehabilitated through behavioral retraining.

Preventing Gunshyness

We suggest you use this program as part of your pup's first trainings, as early as eight weeks of age, as this program is effective in preventing gunshyness.

Larry Mueller, longtime hunting dog editor for *Outdoor Life* magazine, recommends that “every hunting dog pup should be conditioned to gunfire with these tapes before the animal ever hears a real shotgun.”

To prevent gunshyness, you can just follow the Gunshy Cure instructions. However, you will probably find you can progress must faster with a pup that is not already gunshy. Always watch your dog carefully for any signs of stress or fear. Play every segment until you are absolutely sure it is ready to hear the next one.

©1986 by Plus Three Music

All rights reserved. Unauthorized duplication is a violation of applicable laws.

GUNSHY CURE SYSTEM CONTENTS

Segment	Contents
1	Introduction
2	Conditioning Music Only
3	Music with introduction of gunfire
4	Music with increasing gunfire
5	Music with increasing gunfire
6	Music with increasing gunfire
7	Music with increasing gunfire
8	Music with increasing gunfire
9	Music with increasing gunfire
10	Decreasing music with gunfire
11	Decreasing music with gunfire
12	Decreasing music with gunfire
13	Decreasing music with gunfire
14	Decreasing music with gunfire
15	Gunfire only

SUGGESTED PLAYBACK SEQUENCE

Play each group of segments at least 3 or more times per day, for as many days as outlined below.

Step	Segment #	Suggested Length of Playback
1.	1	8 days (Conditioning Music)
2.	1,2	3 days
3.	1,2,3	3 days
4.	1,2,3,4	3 days
5.	1,2,3,4,5	3 days
6.	1,2,3,4,5,6	3 days
7.	2,3,4,5,6,7	3 days
8.	3,4,5,6,7,8	3 days
9.	4,5,6,7,8,9	3 days
10.	5,6,7,8,9,10	3 days
11.	6,7,8,9,10,11	3 days
12.	7,8,9,10,11,12	3 days
13.	8,9,10,11,12,13	3 days
14.	9,10,11,12,13,14	3 days

APPENDIX

Our Warranty

We warrant that the audio files are free from defects and that the manual provides accurate, proven information for its use in rehabilitating gunshy dogs. If you believe your product is defective, contact us for a replacement.

This training program is offered to owners of gunshy dogs as an alternative to methods they may have already tried. Many factors influence gunshyness, and its cure depends on the handler's ability to properly apply this system. Therefore, the purchaser assumes full responsibility for the outcome. Under certain unlikely circumstances beyond our control, some dogs could be made more afraid of loud noises, depending on their personality, factors within their background and environment, and interactions with their owners.

Other Master's Voice Training Systems

Master's Voice also offers these audio training systems:

- Gundog Conditioning (Prevents Gunshyness)
- Noiseshy Cure and Conditioning System:
Thunder/Fireworks
- KennelCalm - relaxes dogs in kennels, show trials and other high-stress situations.

KENNELCALM SYSTEM SYSTEM

Track Selection	Composer	Time
1 Serenity Suite	Phil Jost	10:04
2 Jesu Joy of Man's Desiring	Bach	3:39
3 Air on the G String	Bach	4:54
4 Serenade	Shubert	4:02
5 Canon	Pachelbel	7:38
6 Ave Maria	Bach/Gounod	4:59
7 Largo	Handel	5:28
8 Gavotte	Bach	3:48

ABOUT KENNELCALM

The included KennelCalm System can be used to accelerate your dog's training.

The first step in using all cure systems is to condition your dog for about 1 1/2 weeks to Segment 1 calming music. In that process you have to be present 100% of the time to stop and start your playback system so it doesn't go into the next segment before you are ready for it.

With KennelCalm, you can play the conditioning music nonstop, even when you are not around. In this way your dog will be more thoroughly conditioned to this calming influence.

With a thunderstorm in the forecast, you can set your player to play the KennelCalm System nonstop to mask the sound of the storm and help your dog from becoming agitated.

You can also set your player to run KennelCalm continuously during stress-inducing events, like a trip to the vet or groomers, a thunderstorm, July 4th fireworks, when leaving them alone in the house, or when new houseguests come over.

CONTACT INFORMATION

Got questions? You can contact us at:

mastersvoicedog@aol.com

www.mastersvoice-dog.com

618-346-9791

Hunters are curing their dogs with the Master's Voice Gunshy Cure System - often in less than a month. This unique two-disc audio training program is based on proven behavior modification and desensitization methods long used to cure human phobias. Training takes just a few minutes a day, **with results in three to six weeks!**

"I tried all the traditional gunshy cure methods and nothing worked. The Master's Voice system cured my dog's gunshyness easily and quickly. Now I recommend the Master's Voice system to all my readers," said Larry Mueller, longtime Outdoor Life Hunting Dog Editor.

Since 1986, Master's Voice Canine Training Systems have successfully cured, conditioned and calmed dogs of all ages and breeds, even those who had previously failed through other methods tried.

Master's Voice systems have been tested and used by leading canine experts and veterinary behavior specialists and been featured in numerous national publications including:

- *Outdoor Life Magazine*
- *Sports Afield Magazine*
- *Full Cry Magazine*

Plus Three Music Productions

For More Information

Visit us on the Web @ www.mastersvoice-dog.com

Email: mastersvoicedog@aol.com

© 1986 by Plus Three Music

* All rights reserved. Unauthorized duplication is a violation of applicable laws.