# Managing Dogs' Chewing Behavior

This playbook provides a structured approach to reducing and managing destructive chewing in dogs. It outlines reasons and solutions and offers steps to redirect this natural behavior into a more appropriate outlet.

### Step 1: Identify Causes

Observe your dog to determine the triggers for chewing. Consider factors such as teething, boredom, anxiety, or lack of exercise.

### Step 2: Provide Alternatives

Offer your dog appropriate chew toys or bones to redirect the chewing behavior from unwanted items. Make sure the alternatives are enticing and safe for your dog.

### Step 3: Increase Exercise

Ensure your dog gets plenty of exercise through walks, playtime, and interactive games to help burn off excess energy and reduce boredom.

### Step 4: Implement Training

Use positive reinforcement to teach your dog what is acceptable to chew. Whenever they chew on an appropriate item, reward them with treats or praise.

### Step 5: Discourage Bad Habits

Deter your dog from chewing on inappropriate items by using deterrent sprays or by firmly saying 'no' and then redirecting them to a suitable chew toy.

### Step 6: Dog-Proof Home

Remove or secure tempting items that your dog may chew on, such as shoes, children's toys, or electrical cords, especially when you're not able to supervise your dog.

### Step 7: Consistency

Maintain consistency in your approach. If a certain item is not meant to be chewed on, it should always be off-limits. Inconsistency can confuse your dog and undermine training efforts.

## General Notes

### Supervision

Always supervise your dog until you are confident in their ability to distinguish between appropriate and inappropriate chewing objects.

### Chew Toys Variation

Rotate the chew toys available to your dog to maintain interest and prevent boredom with the same items.

### Consult a Professional

If the chewing behavior persists or if you suspect it's due to anxiety, consult a professional dog trainer or a veterinarian for further assistance.