

## Bucket Game and start/stop button

### Step 1: Manners

Gradually lower the bucket of treats while puppy chooses to not dive into it. Pup can sit, stand, or down but they need to stay calm and quiet.

Practice in a few different locations, with pup on floor and on a table

\*\*Mark/reward calm behavior and **focus on the bucket**

	Bucket at chest height
	Waist height
	Hip height
	Thigh height
	Knee height
	Shin height
	Ankle height
	Floor with hand on bucket
	Floor with no hand on bucket
	Practice in different locations

Also stand facing the side of the pup. This is where you'll be for most handling and makes it easy to see if the pup is focused on you or the bucket.

\*\*Placing the treat between the pup's legs can help keep him off the bucket.



### Step 2: Duration

Once the pup understands not to mug the bucket, and won't take their eyes off of it, you're ready for duration.

	Gradually increase time between marks/treats to 10 sec. of waiting (don't rush it!)
	Practice in different locations

**Step 3- Hand movements and touching** If pup looks away twice in a row, make it easier

If the pup loses focus, handler stops/removes hand and resumes when pup looks at bucket

	Start adding hand movement within the pup's field of vision
	Add touch- start on easy spot, like withers with brief duration
	Work up to longer touches on easy areas
	Do short touches on harder areas (ears, feet, lips/mouth, tail, etc.)
	Do longer touches on harder areas
	Work through contact part of "Handling-vet care-routine care" work sheet
	Practice while you are working from both sides of the dog
	Practice in different locations

**DO NOT USE THE BUCKET IF YOU CAN'T HONOR THE DOG SAYING STOP!**

### Step 4- Medical care practice

Good tips: <https://www.youtube.com/watch?v=tob7WP2SqGg>

	Start with light exam and gradually increase difficulty
	Work through the items on the "Handling-vet care-routine care" work sheet.
	Can add chin rest/duration using the bucket
	Be sure to repeat on both sides of the dog
	Practice in different locations