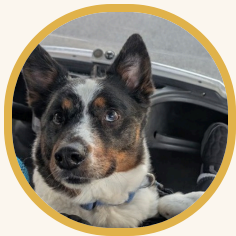
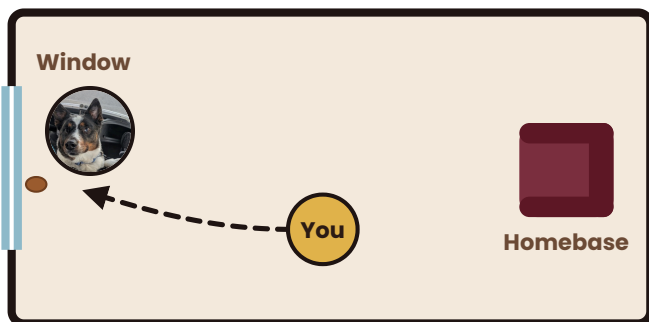


Give Me A Break: Window and Door Barking

A pattern game for Bruce and his family

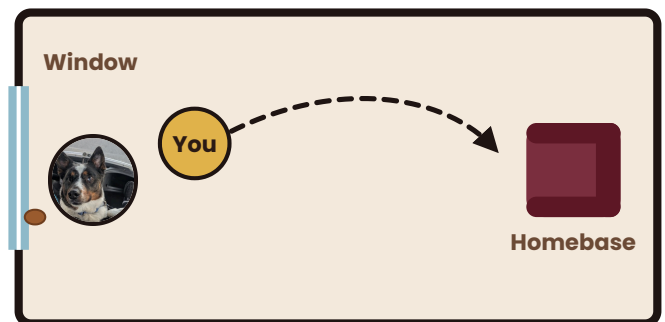


Give Me A Break is a pattern game from Leslie McDevitt's Control Unleashed® program. Instead of calling Bruce away from the window, you give him a reason to leave it on his own. He eats a treat at the window, turns away, and walks back to you. Because the pattern is always the same, Bruce learns that checking in with you is what earns his next turn at the window.



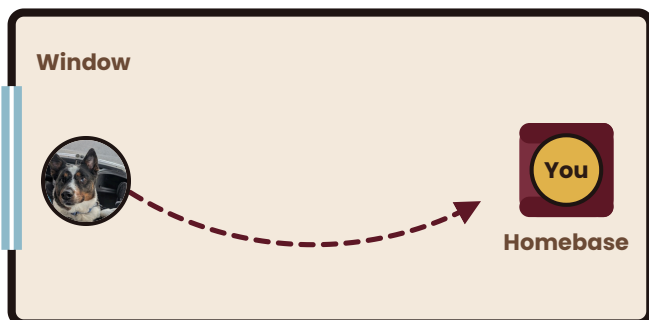
1 Place a treat at the window

Walk to the window and gently place one small treat on the sill or on the floor right below it. Place it. Do not drop or toss it.



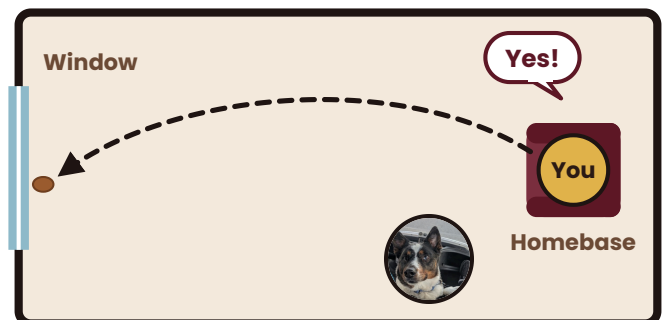
2 Turn away and sit down

While Bruce eats, turn your back, walk to your homebase chair, and sit all the way down. Do not talk to Bruce or call his name.



3 Wait for Bruce to come back

Stay seated and quiet. Bruce finishes the treat, turns away from the window, and walks back to you. Coming back is his choice.



4 Say "yes" and reset

The moment Bruce reaches you, say "yes" (or click). Get up right away and place the next treat in the same spot. Then repeat.

What you need

- Tiny treats.** Soft and pea-sized, so Bruce can eat them fast.
- A homebase chair.** A seat a few steps from the window.
- A marker.** A click or the word "yes," used every time.

Five rules that keep the game working

- 1 Place, never toss.** A placed treat stays put. A tossed one bounces and invites chasing.
- 2 Keep treats tiny.** Quick to eat means Bruce can turn back to you right away.
- 3 Sit all the way down.** Turn a little away. Standing or hovering puts pressure on Bruce.
- 4 Mark every return.** Say "yes" each time Bruce reaches your chair.
- 5 Get up right away.** After "yes," go place the next treat without a pause.

When something passes the window

Keep playing when a dog, a truck, or a neighbor goes by. Bruce can look, eat, and turn back to you. Over time, things passing outside become his cue to come find you. Later, you can also mark the moment he glances outside and turns back (the Look at That game).

Next steps

Once Bruce is coming back to the chair reliably, move the chair a little farther from the window, a few feet at a time. You can also play the same game at the front door, a patio door, or the fence line, with a homebase seat near each spot.

Common slips and how to fix them

The slip	What happens	Try this instead
Dropping or tossing treats	Treats roll or get lost, and Bruce gets more excited or frustrated.	Set each treat flat on the sill or the floor spot.
Using big treats	Long chewing slows the game and winds Bruce up.	Switch to soft, pea-sized pieces.
Skipping the "yes"	Bruce is less clear about what earned the next treat.	Say "yes" as soon as he reaches your chair.
Standing near the chair	Hovering keeps pressure on Bruce, so he does not get a real break.	Sit fully and turn your body slightly away.
Waiting to get up	Bruce lingers or starts offering other tricks at your chair.	Stand up right after "yes" and walk to the window.

General education only. This does not replace a visit with your veterinarian.