



For each item, at least 5 instances of either "Look-At-That" or "touch this".
 Target (e.g. veterinarian) may not pet the dog during sessions. May give treats.
 Always positive encounters. If dog = stressed, stop + resume later at less intensity/further away
 Keep it safe for the dog and the object of socialisation.

	1	2	3	4	5
Persons (age and appearance) - No petting at first! Just "look-at-that", gradually decreasing distance.					
Babies (look)					
Child (remember, no petting at first!)					
Lots of children (e.g. school gate - look)					
Elderly (remember, no petting at first!)					
Crowd (e.g. market) - 1st look from afar, then try walking through					
Loud crowd (e.g. clapping, cheering, chanting) - 1st look from afar, then try closer. Distract/treat all the while.					
Ethnicities (e.g. sub-saharan Africa, North Africa, Middle East, Far East, Northern Europe) - 5 ticks each					
Persons (appearance & job) - No petting at first! Just "look-at-that", gradually decreasing distance.					
Repair person (work overalls).					
Lab-coat (veterinarian).					
Wheelchair/stroller user.					
Postman/Delivery man/Police man (uniform)					
Hats (all sorts of hats)					
Large people					
Beard/moustache					
Glasses (including sunglasses)					
People with turban/hijab					
Persons (movement & sound) - "look-at-that", gradually decreasing distance					
Skateboarding/in-line skating					
Riding bicycle					
Riding horse					
Drunk, people with odd gait					
Dancing					
Yelling, speaking through loudspeakers					
Animals - 'look at that', gradually decreasing distance as appropriate/safe					
Sheep + cows					
Hens + Water birds (ducks, swans, ...)					
Pups (friendly!)					
Adult dogs (friendly!)					
Pet birds (parrots, etc.)					
Wild birds (herons, pigeons, ...)					
Cats					
Other pets (rabbits, hamsters, ...)					
Floors & substrate - 'touch it', then walk on it.					
Manhole covers, metal grates					
Stairs (open and closed)					
Shiny floors, tiles, icy surface, etc.					
Gravel, cement, woodland, grass, pavement, etc.					

	1	2	3	4	5
Transportation - "Look-at-That" st sessions, then climb aboard if safe.					
Bus					
Train					
Tram					
Metro					
Car					
Truck					
Boat					
Crate (food + gradual duration + door open 1st sessions)					
Household appliances					
Hoover (1st off/touch, then on/look, then on/close look)					
Lawn mower (Look-at-That)					
Hair dryer (1st off/touch, then on/look, then on/close look)					
Washing machine/Dishwasher (1st off/touch, then on/look, then on/close look)					
City life					
Automatic sliding doors					
Elevator (ride it, lots of treats in 1st sessions)					
Leash and collar (first a treat for touching it, then for tolerating it around the neck for short period, then longer periods)					
Escalator (carry dog, lots of treats in 1st sessions)					
Balconies (under supervision!)					
Construction and machinery noises (look)					
Miscellaneous					
Walk in the wind, rain, snow					
Wear jacket					
Thunder (1st sessions recording - free on internet: increasingly loud bang. Each time followed by treat + game; after, lifelong treat/game after each loud bang)					
Fireworks (1st sessions with recording - free on internet: increasingly loud bang. Each time followed by treat + game; after, lifelong "Look-at-That" + game after each loud bang)					
Veterinary visits - 1st Sessions in waiting room, then examination room, then examination table. No petting by vet first few sessions.					
Grooming and veterinary care					
Bath/shower/shampoo/rinse					
Brushing					
Wearing muzzle (1st filled with treats + opened + short sessions; bring gradually closer to real-life)					
Wearing Elizabethan collar (kraag) (1st lure with treats + opened + short sessions; bring gradually closer to real-life)					
Nail trimming (1st hold paw, 1st touch file, then file touches paw, then hold paw longer, then file on paw longer, etc.). Gradual sessions.					
Tooth brushing					
Inspect inside of mouth (1st touch top of muzzle, then longer touch, then lift flews, then longer, then touch teeth)					
Press on/hold each part of body (1st short, then increasingly longer)					