Items **bolded** below are requirements that must be demonstrated to the Evaluator. Non-bolded items are training steps that may be introduced in class and are helpful for achieving the requirements. All behaviors must have been taught or re-taught to the dog (preferably using a new cue), using only positive reward-based methods.

|  |
| --- |
|[ ]  Handler understands concept of operant conditioning (training game), knows how to pair the primary reinforcer (treat) with the secondary reinforcer (clicker), and has bridged the click (click=treat to the dog) |
|[ ]  Dog shows that he understands the meaning of the clicker |
|[ ]  Handler is able to shape a wave, or foot raise* Handler increases the requirement for the dog as the behavior is shaped.
* Handler does not reward dog until the dog gives a good, high wave
* Dog will perform several waves in a row
* Dog will perform repeated waves in front of an easel
 |
|[ ]  Dog will make contact with the easel, first with a bare paw and then when wearing a Pantin’ Paw |
|[ ]  Handler adds a cue just before the dog performs the finished behavior (stroking the canvas while wearing the Pantin’ Paw) and dog learns to perform the behavior on cue |
|[ ]  **Handler can affix the Paintin’ Paw or other bootie to the dog’s paw without stress to the dog** |
|[ ]  **Dog will perform several long strokes on the canvas on cue while wearing a Paintin’ Paw or other bootie dipped in paint** |
|[ ]  **Dog can create a masterpiece involving multiple strokes** |
|[ ]  **Handler understands the appropriate type of paints to use for this activity** |
|[ ]  **Handler understands and demonstrates how to clean the Paintin’ Paw, rinse the sponge and clean up any mess immediately after the dog has finished painting** |