



**Dog Scouts of America**  
**Merit Badge Check-Off Sheet**

**Art of Shaping**

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 Paintin' Paw
- Handler adds a cue just before the dog performs the finished behavior (stroking the canvas while wearing the Paintin' 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**