



Dog Scouts of America
Merit Badge Check-Off Sheet

Rock Solid Recall

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/Dog team must be able to successfully complete a recall as required for and to the same standards as on the Dog Scout test
- Handler must explain the concept of impulse control, how it applies to a recall, and ways in which they have used the concept to teach the dog important skills
- Dog performs an acceptable off leash recall at 30 feet when asked to stay
- Dog performs a recall at a distance of at least 30 feet, as he might be asked to do when on an off-leash hike; both handler and dog walk in the same direction and the dog is allowed (or is sent) to freely move ahead before being called back**
- Dog performs a recall where they are off leash but not overly engaged with their environment but have disengaged with the handler, such as being asked to come in from the backyard; dog may be immediately released back to the environment once he has completed the recall**
- Dog performs a recall from a distance of at least 20 feet, where he is thoroughly engaged in something he really wants to do, such as playing with a ball, playing in the water, engaged with other dogs, etc.**
- Dog performs a “recall gauntlet”, combining the essential leave it and recall skills using a variety of treats, toys, animatronic animals, and other dog safe items; dog must stay (the only time this cue is used for this badge) at one end of the gauntlet and the handler at the other end with the temptations between them and the dog is called to the handler; the gauntlet must consist of at least 6 items, must be a minimum of 20 feet in length (15 feet for small dogs under 10 pounds) and the gauntlet channel is 10 feet wide; this is an implied leave it and no leave it cue is given**