

# THE 4 QUADRANTS OF OPERANT CONDITIONING

When training an animal, there is one behavior that we want to **reinforce** (increase), and another behavior that we want to **punish** (decrease).

We can add something good or bad (+ **positive**) or remove/delay something good or bad (- **negative**) to get the behavior we want.

**IN THIS EXAMPLE:** The reinforced behavior is LOOSE-LEASH WALKING.  
The punished behavior is PULLING ON THE LEASH.

**+R**

**POSITIVE REINFORCEMENT**  
ADDING GOOD STUFF TO  
INCREASE A BEHAVIOR



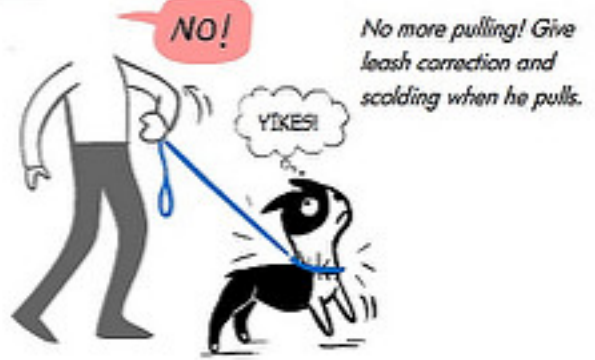
**-P**

**NEGATIVE PUNISHMENT**  
DELAYING GOOD STUFF TO  
DECREASE A BEHAVIOR



**+P**

**POSITIVE PUNISHMENT**  
ADDING BAD STUFF TO  
DECREASE A BEHAVIOR



**-R**

**NEGATIVE REINFORCEMENT**  
DELAYING BAD STUFF TO  
INCREASE A BEHAVIOR

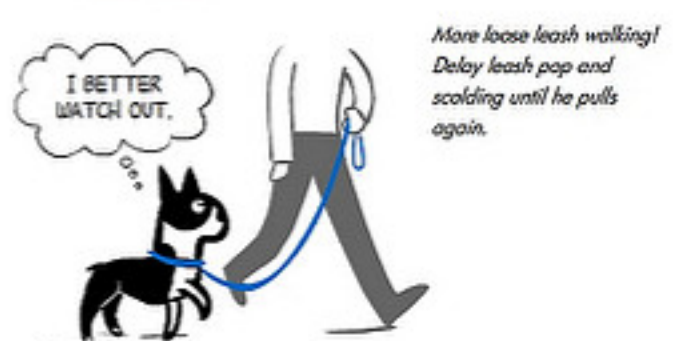


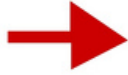
Illustration inspired by "Clickertraining 101" / ClickerExpo 2011

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## The A-B-C of Operant Conditioning

An Example: Boogie Recall & The Four Quadrants

**A**ntecedent  
(CUE)



**B**ehavior  
(RECALL)

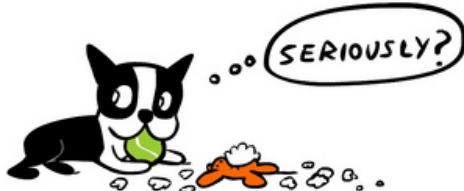


**C**onsequences



**+R**

**Positive Reinforcement**  
ADD Good Stuff  
Behavior is encouraged  
(if most of the time, he gets a YES! and treat.)



**-P**

**Negative Punishment**  
STOP Good Stuff  
Behavior is discouraged  
(if most of the time, he has to stop doing something fun)



**+P**

**Positive Punishment**  
ADD Bad Stuff  
Behavior is discouraged  
(if most of the time, I bring out the dreaded ear wash bottle.)



**-R**

**Negative Reinforcement**  
STOP Bad Stuff  
Behavior is encouraged  
(if most of the time, he gets relief from social pressure)

The most fundamental law of behavior:  
**CONSEQUENCES DRIVE BEHAVIOR**

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