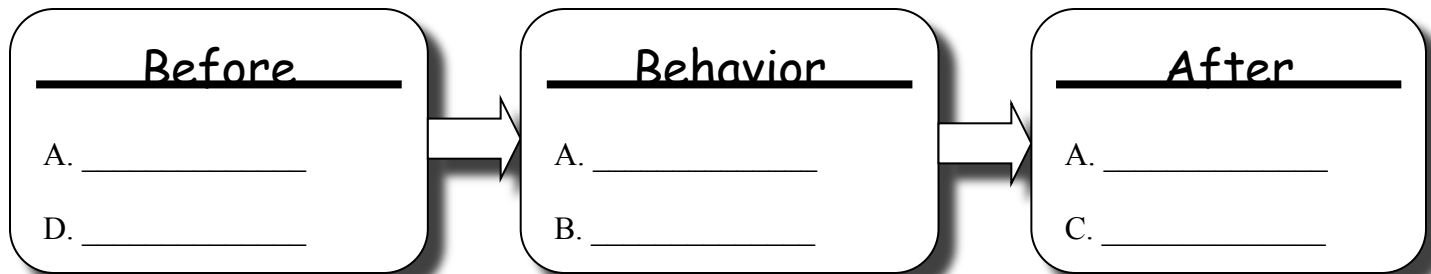


# Contingency-Diagramming Checklist

A. *Whose behavior are you analyzing?* \_\_\_\_\_

## 1. BEHAVER TEST

Is the person or animal listed in all three cells of the diagram the person or animal whose behavior you are analyzing? If not, redo the example.



**D. What is the condition before the response?**

### 10. RELATED OUTCOMES TEST

Is the before condition related to the after condition? (Often the relationship is one of opposites) If not, change one or both of the conditions.

*Use this checklist for every contingency diagram you do and you'll save yourself some headaches and impress your TA during transparency time.*

*Simply place the answer to each of the 10 questions for the corresponding blank in the contingency diagram above it.*

*Turn the checklist over to determine which type of contingency you have.*

*In learning these criteria for a test, you need only know each name and sentence that's bold.*

**B. What is the behavior being analyzed or diagrammed?**

### 2. DEAD MAN TEST

Can a dead man do it? If he can, then you haven't properly specified the behavior. So roll over the dead man.

### 3. ACTION TEST

Does the behavior involve an action? (Hint: Learning, receiving, being, hearing, seeing, and feeling are not behavior). If not, then change the behavior.

### 4. SPECIFIC-BEHAVIOR TEST

Is it perfectly clear exactly what action is involved in the behavior? If not, then reword the behavior.

### 5. REINFORCEABLE RESPONSE-UNIT TEST

Are there any interruptions of greater than 60 seconds during the response? If there are, then the behavior is not a response-unit. Rewrite the behavior.

**C. What is the outcome that follows the response?**

### 6. STIMULUS TEST

Is the before & after a stimulus, event or condition and not a behavior of the behavior? If it's not a stimulus then change your condition. (Hint: If the before or after is another behavior of the behavior, you probably don't have a correct condition. Exceptions: self-reinforcement, seeing, hearing, or the opportunity for activity.)

### 7. CAUSALITY TEST

Is the outcome caused by the response? If not, change the outcome.

### 8. 60" TEST

Does the outcome follow the response by more than 60 seconds? If so, find an immediate outcome.

### 9. RECEIVER TEST

Is the behavior the receiver of the outcome (after condition)? If not, rework the example. Hint: Make sure the diagram passes the behavior test first

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*What type of contingency is it?*

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Now that you have diagrammed the contingency according to the previous criteria, it is time to determine what type of contingency you have. Use the following table to ensure correct identification of your contingency diagram.

## Contingency Table

	Basic Contingencies		Prevention Contingencies	
	Present	Remove	Prevent Presentation	Prevent Removal
Reinforcer	Reinforcement by the presentation of a reinforcer (reinforcement)	Punishment by the removal of a reinforcer (Penalty)	Punishment by the prevention of a reinforcer	Reinforcement by the prevention of the removal of a reinforcer (Avoidance)
Aversive Condition	Punishment by the presentation of an aversive condition (Punishment)	Reinforcement by the removal of an aversive condition (Escape)	Reinforcement by the prevention of the presentation of an aversive condition (Avoidance)	Punishment by the prevention of the removal of an aversive condition

If the before and after conditions are the same (i.e., no stimulus is presented or removed) then your diagram is extinction. Note that although extinction is not technically a contingency, this Contingency-Diagramming Checklist can also be used to determine extinction diagrams.