



Interaction with cats	a) Approaches - medium tail wag, relaxed body b) Looks - move on, no interest c) Avoid - low tail, back away d) <b>BARK AT, HACKLES</b> e) Approaches - STILL, STARING, CHASE, GROWL, NIP AT f) Approaches - LUNGE AT, BITE WIRE, SNARL	a = 0 b = 0 c = 3 d = 10 e = 20 FAIL	
Comments:			
Interaction with large dogs	a) Approaches - medium tail wag, relaxed body, play bow b) Low tail, roll over, lower body c) Avoid - low tail, move away, hide behind handler d) <i> Ignores other dog</i> e) <b>BARK AT, BOUNCE OFF, JUMP ON, MOUNT</b> f) Approach - high tail, STIFF STANCE, STAND OVER, STARE, hackles g) Back away, GROWL, SNARL, SNAP, BITE - (defensive) h) Approaches - SNAP, SNARL, GROWL, LUNGE, BITE	a = 0 b = 2 c = 3 d = 5 e = 10 f = 20 g = 20 FAIL	
Comments:			
Interaction with small dogs	a) Approaches - medium tail wag, relaxed body, play bow b) Low tail, roll over, lower body c) Avoid - low tail, move away, hide behind handler d) <i> Ignores other dog</i> e) <b>BARK AT, BOUNCE OFF, JUMP ON, MOUNT</b> f) Approach - high tail, STIFF STANCE, STAND OVER, STARE, hackles, CHASE g) Back away, GROWL, SNARL, SNAP, BITE - (defensive) h) Approaches - SNAP, SNARL, GROWL, LUNGE, BITE	a = 0 b = 2 c = 3 d = 5 e = 10 f = 20 g = 20 FAIL	
Comments:			
Neutral area - inside	a) Walks in - starts to sniff and explore b) Walks in - head down, tail low, staying close to handler c) Baulks at door - enters with encouragement d) Walks in, jump up to handler, excited e) <i> Walks in - urinate / defaecate</i> f) Baulks at door - won't enter g) Walks in - TAIL HIGH, COCK LEG h) AVOID - PANTING, WIDE EYED, PACE, WHINE	a = 0 b = 2 c = 3 d = 5 e = 5 f = 10 g = 10 h = 20	
Comments:			
Reaction to handling - vet check <i>(gently stroke dog, open mouth, check in ears, run hands along all legs, restrain for blood-taking)</i>	a) Allows all - relaxed body b) <i> Fidget, excited - light mouth, playful</i> c) <b>TREMBLE, LICK LIPS, ROLL OVER, DUCK HEAD, DROP TO GROUND</b> d) <b>PULLS AWAY, AVOID, MOUTH HANDLER - HARD</b> e) <b>STILL, FREEZE, PUPILS DILATED - TAIL TUCK</b> f) <b>GROWL, SNARL, BARE TEETH, BITE</b>	a = 0 b = 5 c = 10 d = 20 e = 20 FAIL	
Comments:			
Response to toys	a) Retrieves and returns toy - follow toy, sniff and leave toy b) No interest in toy but interact with handler, wag, relaxed c) No interest in toys, distracted d) Retrieves and runs away - will allow you to catch and take toy e) <b>JUMP UP - PAW AT, BARK - LIGHT MOUTH</b> f) <b>Compulsive, cannot distract from toy, obsessive</b> g) <b>Move away, lower body / tail, duck head</b> h) <b>AVOID, TAIL TUCK, WON'T SETTLE</b> i) <b>Retrieves and holds - WILL NOT ALLOW YOU TO TAKE TOY, SHAKE TOY</b> j) <b>JUMP UP AND MOUTH PERSON/CLOTHES - HARD, MOUNT</b> k) <b>GROWL, SNARL, BARE TEETH, SNAP, BITE</b>	a = 0 b = 0 c = 0 d = 2 e = 5 f = 10 g = 10 h = 20 i = 20 j = 20 FAIL	
Comments:			
Reaction to play handling	a) Interacts - wagging, relaxed body b) No interaction - ignores, distracted c) <b>Jump up - paw at, bark, light mouth, open mouth play</b> d) <b>Watch, lower head, lower tail, DROP TO GROUND, roll over</b> e) <b>TREMBLE, TRY TO AVOID, TAIL TUCK</b> f) <b>JUMP UP AND MOUTH PERSON/CLOTHES - HARD, MOUNT</b> g) <b>GROWL, SNARL, BARE TEETH, BITE</b>	a = 0 b = 3 c = 5 d = 10 e = 20 f = 20 FAIL	
Comments:			
Handler leaves room	a) No noise from within room, sniff about explore b) Dog barks / whines but settles quickly c) <b>On return - JUMPS UP, PAWS AT, WHINGES</b> d) <b>Dog is quiet but room is trashed when door is opened</b> e) <b>DOG SCRATCHES AT DOOR, WHINING, BARKING, PACING, PANTING - DOESN'T SETTLE</b>	a = 0 b = 2 c = 10 d = 20 e = 20	
Comments:			
Reaction to quick movement (open umbrella)	a) Watch - wags and comes to handler b) Looks - no interest c) Startles / ducks and then looks to / or comes to handler d) <i> Barks at source of movement and then comes to / looks at handler</i> e) <b>STARTLES AND TRIES TO RUN AWAY / HIDE, AVOID</b> f) <b>Barks at source of movement - backs away from source and doesn't settle</b>	a = 0 b = 0 c = 1 d = 5 e = 10 f = 20	
Comments:			
Reaction to increase in/or sudden noise	a) Listens - wags and comes to handler b) Startles / ducks and then looks to / or comes to handler c) <i> Barks at source of noise and then comes to / looks at handler</i> d) <b>STARTLES AND TRIES TO RUN AWAY / HIDE, AVOID</b> e) <b>Barks at source of noise - backs away from source of noise and doesn't settle</b>	a = 0 b = 1 c = 5 d = 10 e = 20	
Comments:			
Reaction to fake hand	a) Sniff, wag, lick b) Approach - lower head, lick lips	a = 0 b = 4	

Comments:	c) Mouth, play	c = 4
	d) <i>Move away, LOW TAIL, DUCK HEAD, AVOID</i>	d = 10
Food on floor (eat rate) (stand and observe dog ONLY, do not interrupt)	a) Eats slowly b) Normal eat rate c) Fast eat rate, gulps d) No interest	Please circle a, b, c or d accordingly
Food assessment - dry food <i>Use fake hand ONLY, do not use own hand</i>	a) Stays at bowl and eats continual rate - allows stroking b) Leaves bowl when approached c) No interest d) TAKE FOOD AWAY, AVOID HAND e) EATS AT FASTER RATE - allows stroking, MOVE BETWEEN HANDLER AND FOOD f) Stands over food / bowl - STILL, STARE, GROWL, SNARL, SNAP, BITE	a = 0 b = 0 c = 0 d = 10 e = 10 FAIL
Food assessment - tin food/ meat	a) Stays at bowl and eats continual rate - allows stroking b) Leaves bowl when approached c) No interest d) TAKE FOOD AWAY, AVOID HAND e) EATS AT FASTER RATE - allows stroking, MOVE BETWEEN HANDLER AND FOOD f) Stands over food / bowl - STILL, STARE, GROWL, SNARL, SNAP, BITE	a = 0 b = 0 c = 0 d = 10 e = 10 FAIL
Neutral area - outside	a) Walks out - starts to sniff and explore, urinate / defecate (once only) b) Walks out hesitantly - head down, tail low, staying close to handler c) Baulks at door - exits with encouragement d) Baulks at door - WON'T EXIT e) Walks out - TAIL HIGH, CONTINUALLY MARK AREA, HACKLES f) Walks out - PACES FENCELINE, DIGS AT FENCELINE, g) Walks out - ATTEMPTS TO SCALE FENCE	a = 0 b = 2 c = 3 d = 10 e = 10 f = 20 FAIL
Response to toys	a) Retrieves and returns toy - follow toy, sniff and leave toy b) No interest in toy but interact with handler, wag, relaxed c) No interest in toys, distracted d) Retrieves and runs away - will allow you to catch and take toy e) JUMP UP - PAW AT, BARK - LIGHT MOUTH f) Compulsive, cannot distract from toy, obsessive g) Move away, lower body / tail, duck head h) AVOID, TAIL TUCK, WON'T SETTLE i) Retrieves and holds - WILL NOT ALLOW YOU TO TAKE TOY, SHAKE TOY j) JUMP UP AND MOUTH PERSON/CLOTHES - HARD, MOUNT k) GROWL, SNARL, BARE TEETH, SNAP, BITE	a = 0 b = 0 c = 0 d = 2 e = 5 f = 10 g = 10 h = 20 i = 20 j = 20 FAIL
Reaction to running	a) Follows, medium wag, relaxed b) Look, no interest, distracted c) JUMP UP, PAW AT, BARK AT, LIGHT MOUTH d) Watch, lower head / tail, lick lips e) STARTLE, AVOID, HIDE, TAIL TUCK f) JUMP UP AND MOUTH PERSON/CLOTHES - HARD, MOUNT, NIP AT g) GROWL, SNARL, BARE TEETH, SNAP, BITE	a = 0 b = 0 c = 5 d = 10 e = 20 f = 20 FAIL
Reaction to stranger	a) Look - wag and approach in relaxed manner b) Look - wag and approach excited / jumping on, settles c) JUMP UP, PAW AT, LIGHT MOUTH d) Barks at - then comes to / settles e) Approach - lower body / head, lick lips, allow pat f) STARTLES AND RUNS AWAY, HIDE, AVOID, LOWER BODY g) BARKS AT - BACKS AWAY, DOESN'T SETTLE h) JUMP UP AND MOUTH PERSON/CLOTHES - HARD, MOUNT i) GROWL, SNARL, BARE TEETH, SNAP, BITE	a = 0 b = 2 c = 5 d = 5 e = 5 f = 20 g = 20 h = 20 FAIL
Return to cage / kennel	a) Enters easily b) Tries to pull away - but can be coaxed in c) Enters but when handler closes door - jumps up, whining / barking - settles quickly d) Tries to push past handler and escape e) Tries to pull away - cannot be kenneled / caged without difficulty f) Enters but when handler closes door - jumps up, whining / barking - doesn't settle g) Won't go back in and GROWLS, SNARLS	a = 0 b = 2 c = 5 d = 10 e = 20 f = 20 FAIL
Complete cover / summary page before review by manager		TOTAL =