-				
Tag Number:	Name:	Breed:	Date:	
Surr/SDO/RIC/Transfer	Age:	Sex:	Desexed - Y/N	
Kennel:	Assessment	Team:	Total =	
DOG BEHAVIOUR ASSESSMENT SUMMARY				
Score - 1 to 99 - Suitable for adoption, may have some restrictions, may be supervisor / rehab adoption (special adoption)				

Score - 1 to 99 - Suitable for adoption, may have some restrictions, may be supervisor / rehab adoption (special adoption)

(Unless at Supervisor's / Manager's discretion - may not be deemed suitable for adoption)

Score - 100 and over - Not suitable for adoption, unless at Supervisor / Manager's discretion

(Any dog may require behaviour modification - on advice from assessor, at Supervisor / Managers' discretion)

SURRENDER HISTORY:

IN CARE HISTORY:

VET HISTORY: Body Condition:

Overall Rehoming Potential: Pass Fail Behaviour modification

Recommendation: SuitableForAdoption / SupervisorRehabAdoption / / Rehabilitation / Foster Care / Breed Rescue / Euthanasia

Restrictions: (e.g.not suitable with young children or elderly, needs to be only dog etc.)

Positive comment:

Negative comment:

Additional comments:						
DOG - BEHAVIOUR ASSESSMENT						
Please stop the assessment at any point if animal welfare or person safety is compromised						
OBSERVATIONS TO BE MADE	REACTIONS NOTED		Score			
Approach to cage / kennel front	a) Comes to front - wagging	a = 0				
	b) Jumping up at front - wagging, settles when asked	b = 1				
	c) Does not approach front of kennel / cage - watches	c = 5				
	d) Low tail, lick lips, lower head, roll over	d = 10	ļ			
	e) Sits at back - TREMBLE, TRY TO HIDE	e = 20				
	f) Jumping up at front - barking, WALL BOUNCE, CIRCLING, whinge, BITE WIRE	f = 20				
	g) Sits at back - GROWL, SNARL OR BARE TEETH	FAIL				
~	h) Comes to front - GROWL, SNARL OR BARE TEETH	FAIL				
Comments:						
1st entry into kennel	Approaches - wagging, relaxed body	a = 0				
	b) Approaches - jumps up, settles when asked	b = 1				
	c) Approaches - jumps up, mouths handler - lightly	c = 5				
	d) Approaches - low tail, lick lips, roll over	d = 5				
	e) Tries to escape past handler, pushes handler	e = 5				
	f) Stays at back - TREMBLE, TRY TO HIDE, AVOIDS	f = 20				
	g) Approaches - jumps up, MOUTHS HANDLER - HARD, leaps about	g = 20	ļ			
	h) Stays at back - GROWL, SNARL OR BARE TEETH	FAIL				
	i) Approaches - GROWL, SNARL OR BARE TEETH	FAIL				
Comments:		1				
Kennel/cage behaviour - ask to sit	Sits and watches handler - waits for instruction	a = 0				
and place lead on dog	b) Jumping up / around - settles when asked to sit	b = 1				
and place load on dog	c) Jump up - mouth handler lightly - settles	c=5				
	d) Stays near gate, whinge, paw at wire	d=5				
	e) Baulk at lead placement - lower head/duck, roll over	e = 10	i			
	f) Jumping around - won't settle down (bouncing)	f = 10				
	g) Stays at back / Move away, AVOID, HIDE, TREMBLE	g = 20				
	h) Jumping up - NIPPING, GRABBING CLOTHING/HANDLER - HARD	h = 20	i			
Comments:	7 11 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2		i			
	Waits and then walks beside handler - pulls out lightly	a = 0				
Leaving the kennel / cage		a = 0 b = 3				
	b) Excited - rushes out but can control c) Pulls out of door strongly, difficult to control	c = 5	ŀ			
	d) Pushes past handler	d=5	ŀ			
	e) Won't leave kennel	e = 10				
Comments:	c) won treave kenner	C - 10				
Leash manners	a) Doesn't pull - easy to walk, heels	a = 0				
Leasn manners	b) Pulls - lightly	b = 1	ŀ			
	c) Excited - pulls occasionally, a little erratic	c = 3	ŀ			
	d) Grabs lead with mouth	d=5	ŀ			
	e) Stops - won't walk, drop to ground	e = 10				
	f) Pulls - hard, difficult to control	f = 10				
	g) THROWS SELF ABOUT, ROLL OVER, INCREASE PANTING, TAIL TUCK	g = 20				
Comments:	g) THROWS SELF ADOCT, ROLL OVER, INCREASE TAINTING, TAIL FEER	5 20	•			
Walking to new area	a) Approaches others - wagging, relaxed body	a = 0				
walking to new area	b) Stays beside handler - hides if approached	b = 2	1			
	c) Excited - approach all, jump up on people	c = 3	ŀ			
	d) Ignores all - sniffing	d = 3				
	e) Stops - won't walk, drop to ground	e = 10	ł			
	f) High tail, HACKLES, CONTINUAL SCENT MARKING	f = 10	}			
	g) TRIES TO RUN AWAY - noise or other people, THROW SELF ABOUT	g = 10	ł			
	h) INCREASES PANTING - TAIL TUCK - SHARP MOVEMENT - WIDE EYED	h = 20	ł			
Comments:	nj Atomongo, Mattero - Mile Fock - Shinki mo (Emilia) - (Fibe ETED	11 20	Ì			
Comments.						
Interaction with pocket pets /	a) Approaches - medium tail wag, relaxed body	a = 0				
small animals	b) Looks - move on, no interest	b = 0	ł			
sman ammais	c) Avoid - low tail, back away	c = 3	ł			
	d) BARK AT, HACKLES	d = 10	ł			
	e) Approaches - STILL, STARING, GROWL, CHASE, NIP AT	e = 20	ł			
	f) Approaches - LUNGE AND BITE WIRE, SNARL	FAIL	}			
Comments:	1) Approactes - DUNGE AND DITE WIRE, SNARL	FAIL	ł			

Interaction with cats	a) Approaches - medium tail wag, relaxed body	a = 0	
	b) Looks - move on, no interest	b = 0	
	c) Avoid - low tail, back away	c = 3	
	d) BARK AT, HACKLES	d = 10	
	e) Approaches - STILL, STARING, CHASE, GROWL, NIP AT	e = 20	
a .	f) Approaches - LUNGE AT, BITE WIRE, SNARL	FAIL	
Comments:			
T		0	
Interaction with large dogs	a) Approaches - medium tail wag, relaxed body, play bow	a = 0	
	b) Low tail, roll over, lower body c) Avoid - low tail, move away, hide behind handler	b = 2 $c = 3$	
	d) Ignores other dog	d=5	
	e) BARK AT, BOUNCE OFF, JUMP ON, MOUNT	e = 10	
	f) Approach - high tail, STIFF STANCE, STAND OVER, STARE, hackles	f = 20	
	g) Back away, GROWL, SNARL, SNAP, BITE - (defensive)	g = 20	
	h) Approaches - SNAP, SNARL, GROWL, LUNGE, BITE	FAIL	
Comments:			
Interaction with small dogs	a) Approaches - medium tail wag, relaxed body, play bow	a = 0	
	b) Low tail, roll over, lower body	b = 2	
	c) Avoid - low tail, move away, hide behind handler	c = 3	
	d) Ignores other dog	d = 5	
	e) BARK AT, BOUNCE OFF, JUMP ON, MOUNT	e = 10	
	f) Approach - high tail, STIFF STANCE, STAND OVER, STARE, hackles, CHASE	f = 20	
	g) Back away, GROWL, SNARL, SNAP, BITE - (defensive)	g = 20	
	h) Approaches - SNAP, SNARL, GROWL, LUNGE, BITE	FAIL	
Comments:			
Neutral area - inside	a) Walks in - starts to sniff and explore	a = 0	
	b) Walks in - head down, tail low, staying close to handler	b = 2	
	c) Baulks at door - enters with encouragement	c = 3	
	d) Walks in, jump up to handler, excited	d = 5	
	e) Walks in - urinate / defaecate	e = 5	
	f) Baulks at door - won't enter	f = 10	
	g) Walks in - TAIL HIGH, COCK LEG	g = 10	
	h) AVOID - PANTING, WIDE EYED, PACE, WHINE	h = 20	
Comments:			
Reaction to handling - vet check	a) Allows all - relaxed body	a = 0	
9	b) Fidget, excited - light mouth, playful	b=5	
(gently stroke dog, open mouth,	c) TREMBLE, LICK LIPS, ROLL OVER, DUCK HEAD, DROP TO GROUND	c = 10	
check in ears, run hands along all	d) PULLS AWAY, AVOID, MOUTH HANDLER - HARD	d = 20	
legs, restrain for blood-taking)	e) STILL, FREEZE, PUPILS DILATED - TAIL TUCK	e = 20	
	f) GROWL, SNARL, BARE TEETH, BITE	FAIL	
Comments:			
Response to toys	a) Retrieves and returns toy - follow toy, sniff and leave toy	a = 0	
Response to toys	b) No interest in toy but interact with handler, wag, relaxed	b = 0	
	c) No interest in toys, distracted	c = 0	
	d) Retrieves and runs away - will allow you to catch and take toy	d = 2	
	e) JUMP UP - PAW AT, BARK - LIGHT MOUTH	e=5	
	f) Compulsive, cannot distract from toy, obsessive	f = 10	
	g) Move away, lower body / tail, duck head	g = 10	
	h) AVOID, TAIL TUCK, WON'T SETTLE	h = 20	
	i) Retrieves and holds - WILL NOT ALLOW YOU TO TAKE TOY, SHAKE TOY	i = 20	
	j) JUMP UP AND MOUTH PERSON/CLOTHES - HARD, MOUNT	j = 20	
	k) GROWL, SNARL, BARE TEETH, SNAP, BITE	FAIL	
Comments:			
Reaction to play handling	a) Interacts - wagging, relaxed body	a = 0	
*^	b) No interaction - ignores, distracted	b = 3	
	c) Jump up - paw at, bark, light mouth, open mouth play	c = 5	
	d) Watch, lower head, lower tail, DROP TO GROUND, roll over	d = 10	
	e) TREMBLE, TRY TO AVOID, TAIL TUCK	e = 20	
	f) JUMP UP AND MOUTH PERSON/CLOTHES - HARD, MOUNT	f=20	
	g) GROWL, SNARL, BARE TEETH, BITE	FAIL	
Comments:			
Handler leaves room	a) No noise from within room, sniff about explore	a = 0	
aici ica es i ooni	b) Dog barks / whines but settles quickly	b = 2	
	c) On return - JUMPS UP, PAWS AT, WHINGES	c = 10	
	d) Dog is quiet but room is trashed when door is opened	d = 20	
	e) DOG SCRATCHES AT DOOR, WHINING, BARKING, PACING, PANTING - DOESN'T SETTLE	e = 20	
Comments:			
-			
Reaction to quick movement	Watch - wags and comes to handler	a = 0	
(open umbrella)	b) Looks - no interest	b = 0	
	c) Startles / ducks and then looks to / or comes to handler	c = 1	
	d) Barks at source of movement and then comes to /looks at handler	d=5	
	e) STARTLES AND TRIES TO RUN AWAY / HIDE, AVOID	e = 10	
6 4	f) Barks at source of movement - backs away from source and doesn't settle	f = 20	
Comments:			
Reaction to increase in/or	a) Listens - wags and comes to handler	a = 0	
sudden noise	b) Startles / ducks and then looks to / or comes to handler	b = 1	
Judge Holse	c) Barks at source of noise and then comes to / looks at handler	c=5	
	d) STARTLES AND TRIES TO RUN AWAY / HIDE, AVOID	d = 10	
	e) Barks at source of noise - backs away from source of noise and doesn't settle	e = 20	
Comments:			
:			
) g : m		
Reaction to fake hand	a) Sniff, wag, lick	a = 0	
ı	b) Approach - lower head, lick lips	b = 4	

G	a) Mouth play	0 = 4	
G 4	c) Mouth, play d) Move away, LOW TAIL, DUCK HEAD, AVOID	c = 4 $d = 10$	
	a) Move away, LOW TAIL, DUCK HEAD, AVOID	u - 10	
Comments:			
Food on floor	a) Eats slowly		
eat rate)	b) Normal eat rate		
(stand and observe dog ONLY,	c) Fast eat rate, gulps		
do not interrupt)	d) No interest	Please circle	
Comments:	-,	d according	ly
Food assessment - dry food	a) Stays at bowl and eats continual rate - allows stroking	a = 0	
•	b) Leaves bowl when approached	b = 0	
Use fake hand ONLY, do not use	c) No interest	c = 0	
own hand	d) TAKE FOOD AWAY, AVOID HAND	d = 10	
	e) EATS AT FASTER RATE-allows stroking, MOVE BETWEEN HANDLER AND FOOD	e = 10	
7	f) Stands over food / bowl - STILL, STARE, GROWL, SNARL, SNAP, BITE	FAIL	
Comments:			
and accomment 4:- 6 3/1	a) Store at hard and acts continual acts allows -tlive		
ood assessment - tin food/ meat	a) Stays at bowl and eats continual rate - allows stroking b) Leaves bowl when approached	$ \begin{array}{c} a = 0 \\ b = 0 \end{array} $	
	c) No interest	c = 0	
	d) TAKE FOOD AWAY, AVOID HAND	d = 10	
	e) EATS AT FASTER RATE - allows stroking, MOVE BETWEEN HANDLER AND FOOD	e = 10	
	f) Stands over food / bowl - STILL, STARE, GROWL, SNARL, SNAP, BITE	FAIL	
Comments:		1 7	
Neutral area - outside	a) Walks out - starts to sniff and explore, urinate / defecate (once only)	a = 0	
	 Walks out hesitantly - head down, tail low, staying close to handler 	b = 2	
	c) Baulks at door - exits with encouragement	c = 3	
	d) Baulks at door - WON'T EXIT	d = 10	
	e) Walks out - TAIL HIGH, CONTINUALLY MARK AREA, HACKLES f) Walks out - PACES FENCELINE, DIGS AT FENCELINE,	e = 10	
	f) Walks out - PACES FENCELINE, DIGS AT FENCELINE, g) Walks out - ATTEMPTS TO SCALE FENCE	f = 20 FAIL	
Comments:	g) waiks out - ATTEMITIS TO SCALE PENCE	FAIL	
Johnneits.			
Donnauga ta tav	a) Patriana and returns to Calley to Signature to	- 0	
Response to toys	a) Retrieves and returns toy - follow toy, sniff and leave toy	a = 0	
	b) No interest in toy but interact with handler, wag, relaxed c) No interest in toys, distracted	b = 0 $c = 0$	
	d) Retrieves and runs away - will allow you to catch and take toy	d = 2	
	e) JUMP UP - PAW AT, BARK - LIGHT MOUTH	e=5	
	f) Compulsive, cannot distract from toy, obsessive	f = 10	
	g) Move away, lower body / tail, duck head	g = 10	
	h) AVOID, TAIL TUCK, WON'T SETTLE	h = 20	
	i) Retrieves and holds - WILL NOT ALLOW YOU TO TAKE TOY, SHAKE TOY	i = 20	
	j) JUMP UP AND MOUTH PERSON/CLOTHES - HARD, MOUNT	j = 20	
Commonter	k) GROWL, SNARL, BARE TEETH, SNAP, BITE	FAIL	
Comments:			
location to www-i	a) Follows modium was releved	2 - 0	
Reaction to running	a) Follows, medium wag, relaxed b) Look, no interest, distracted	a = 0 $b = 0$	
	c) JUMP UP, PAW AT, BARK AT, LIGHT MOUTH	c=5	
	d) Watch, lower head / tail, lick lips	d = 10	
	e) STARTLE, AVOID, HIDE, TAIL TUCK	e = 20	
	f) JUMP UP AND MOUTH PERSON/CLOTHES - HARD, MOUNT, NIP AT	f = 20	
	g) GROWL, SNARL, BARE TEETH, SNAP, BITE	FAIL	
Comments:			
Reaction to stranger	a) Look - wag and approach in relaxed manner	a = 0	
	b) Look - wag and approach excited / jumping on, settles	b = 2	
	c) JUMP UP, PAW AT, LIGHT MOUTH	c = 5	
	d) Barks at - then comes to / settles	d=5	
	e) Approach - lower body / head, lick lips, allow pat	e = 5	
	f) STARTLES AND RUNS AWAY, HIDE, AVOID, LOWER BODY g) BARKS AT - BACKS AWAY, DOESN'T SETTLE	$f = 20$ $\alpha = 20$	
	h) JUMP UP AND MOUTH PERSON/CLOTHES - HARD, MOUNT	g = 20 $h = 20$	
	i) GROWL, SNARL, BARE TEETH, SNAP, BITE	FAIL	
	THE STATE OF THE PARTY OF THE P	IAIL	
Comments:		, ,	
Comments:			
Comments:			
	a) Enters easily	2 = 0	
	a) Enters easily b) Tries to null away - but can be coaxed in	a = 0 b = 2	
	b) Tries to pull away - but can be coaxed in	b = 2	
	b) Tries to pull away - but can be coaxed in c) Enters but when handler closes door - jumps up, whining / barking - settles quickly		
	b) Tries to pull away - but can be coaxed in	b = 2 $c = 5$	
	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	b = 2 $c = 5$ $d = 10$	
	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	b = 2 $c = 5$ $d = 10$ $e = 20$	
Comments: Return to cage / kennel Comments:	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 pull away - cannot be kenneled / caged without difficulty f) Enters but when handler closes door - jumps up, whining / barking - doesn't settle	b = 2 $c = 5$ $d = 10$ $e = 20$ $f = 20$	
Return to cage / kennel	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 pull away - cannot be kenneled / caged without difficulty f) Enters but when handler closes door - jumps up, whining / barking - doesn't settle	b = 2 $c = 5$ $d = 10$ $e = 20$ $f = 20$	