

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)
(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 /

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
	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	a) 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
	h) Stays at back - GROWL, SNARL OR BARE TEETH	FAIL
	i) Approaches - GROWL, SNARL OR BARE TEETH	FAIL
	Comments:	
Kennel/cage behaviour - ask to sit and place lead on dog	a) Sits and watches handler - waits for instruction	a = 0
	b) Jumping up / around - settles when asked to sit	b = 1
	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
	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
Comments:		
Leaving the kennel / cage	a) Waits and then walks beside handler - pulls out lightly	a = 0
	b) Excited - rushes out but can control	b = 3
	c) Pulls out of door strongly, difficult to control	c = 5
	d) Pushes past handler	d = 5
	e) Won't leave kennel	e = 10
Comments:		
Leash manners	a) Doesn't pull - easy to walk, heels	a = 0
	b) Pulls - lightly	b = 1
	c) Excited - pulls occasionally, a little erratic	c = 3
	d) Grabs lead with mouth	d = 5
	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:	
Walking to new area	a) Approaches others - wagging, relaxed body	a = 0
	b) Stays beside handler - hides if approached	b = 2
	c) Excited - approach all, jump up on people	c = 3
	d) Ignores all - sniffing	d = 3
	e) Stops - won't walk, drop to ground	e = 10
	f) High tail, HACKLES, CONTINUAL SCENT MARKING	f = 10
	g) TRIES TO RUN AWAY - noise or other people, THROW SELF ABOUT	g = 10
	h) INCREASES PANTING - TAIL TUCK - SHARP MOVEMENT - WIDE EYED	h = 20
	Comments:	
Interaction with pocket pets / small animals	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, GROWL, CHASE, NIP AT	e = 20
	f) Approaches - LUNGE AND BITE WIRE, SNARL	FAIL
Comments:		
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
	f) Approaches - LUNGE AT, BITE WIRE, SNARL	FAIL
Comments:		
Interaction with large 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) BARKS 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 / defecate	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 <i>(gently stroke dog, open mouth, check in ears, run hands along all legs, restrain for blood-taking)</i>	a) Allows all - relaxed body	a = 0
	b) Fidget, excited - light mouth, playful	b = 5
	c) TREMBLE, LICK LIPS, ROLL OVER, DUCK HEAD, DROP TO GROUND	c = 10
	d) PULLS AWAY, AVOID, MOUTH HANDLER - HARD	d = 20
	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
	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
	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 WHINING 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 (open umbrella)	a) Watch - wags and comes to handler	a = 0
	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
	f) Barks at source of movement - backs away from source and doesn't settle	f = 20
Comments:		
Reaction to increase in/or sudden noise	a) Listens - wags and comes to handler	a = 0
	b) Startles / ducks and then looks to / or comes to handler	b = 1
	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:		
Reaction to fake hand	a) Sniff, wag, lick	a = 0
	b) Approach - lower head, lick lips	b = 4
	c) Mouth, play	c = 4
	d) Move away, LOW TAIL, DUCK HEAD, AVOID	d = 10
Comments:		
Food on floor (eat rate) <i>(stand and observe dog ONLY, do not interrupt)</i>	a) Eats slowly	
	b) Normal eat rate	
	c) Fast eat rate, gulps	
	d) No interest	
Comments:		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	a = 0
	b) Leaves bowl when approached	b = 0
	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:		
Food assessment - tin food/ meat	a) Stays at bowl and eats continual rate - allows stroking	a = 0
	b) Leaves bowl when approached	b = 0
	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:		
Neutral area - outside	a) Walks out - starts to sniff and explore, urinate / defecate (once only)	a = 0
	b) 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	e = 10
	f) Walks out - PACES FENCELINE, DIGS AT FENCELINE	f = 20
	g) Walks out - ATTEMPTS TO SCALE FENCE	FAIL
Comments:		
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	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 running	a) Follows, medium wag, relaxed	a = 0
	b) Look, no interest, distracted	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	f = 20
	g) BARKS AT - BACKS AWAY, DOESN'T SETTLE	g = 20
	h) JUMP UP AND MOUTH PERSON/CLOTHES - HARD, MOUNT	h = 20
	i) GROWL, SNARL, BARE TEETH, SNAP, BITE	FAIL
Comments:		
Return to cage / kennel	a) Enters easily	a = 0
	b) Tries to pull away - but can be coaxed in	b = 2
	c) Enters but when handler closes door - jumps up, whining / barking - settles quickly	c = 5
	d) Tries to push past handler and escape	d = 10
	e) Tries to pull away - cannot be kennelled / caged without difficulty	e = 10
	f) Enters but when handler closes door - jumps up, whining / barking - doesn't settle	f = 20
	g) Won't go back in and GROWLS, SNARLS	FAIL
Comments:		
<i>Complete cover / summary page before review by manager</i>		TOTAL =

