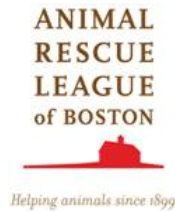


Feline Behavior Evaluation – Scoring



Aggression

0 = no aggression observed

1 = MILD aggression. Examples: tense/unmoving body posture, flicking tail, direct stare

2 = MODERATE aggression. Examples: growling, hissing, inhibited bite, strikes out at evaluator but does not make contact

3 = SEVERE aggression. Examples: bites evaluator, attacks evaluator (bites and strikes at or scratches at the same time)

Note: If a cat ever scores a 3 or 2's which are gradually escalating in intensity, stop the test and notify the behavior department or a supervisor.

Fear

0 = no fear observed

1 = MILD fear. Examples: does not approach evaluator (but watches them). May approach after repeated interaction. Fear lessens with repeated contact.

2 = MODERATE fear. Examples: crouched/tucked body posture, dilated pupils, avoids eye contact.

3 = SEVERE fear. Examples: jumps in air and frantically scrambles to avoid contact, immobile with very tense body posture and dilated pupils.

Note: If a cat ever scores a 3 or scores 2's which are gradually increasing in intensity, stop the test and notify the behavior department.

Friendliness

0 = no friendliness observed

1 = MINIMAL friendliness. Examples: shows visual interest in evaluator but does not approach, or approaches and interacts briefly and then disengages.

2 = MODERATE friendliness. Examples: interacts with evaluator approximately 50% of the time, demonstrates sociable body postures.

3 = EXCEPTIONALLY friendly. Examples: interacts with evaluator 75-100% of the time, purrs, rubs against evaluator repeatedly, kneads paws.

Recovery

Recovery is rated with a 'yes' (Y) or a 'no' (N). IF the cat becomes emotionally aroused, does it recover/return to baseline?

Comments

Please record descriptive comments (i.e., inhibited bite to hand after petted for first time. Did not make contact with skin.) in this section, which will help us to evaluate the effectiveness of this test over time.

Definitions

Aggression: Aggression is offensive or defensive behavior which intends to increase distance between the cat and the evaluator, and has the potential to harm the evaluator.

Arousal: Arousal refers to the cat's emotional arousal. A highly aroused cat quickly becomes emotionally aroused in response to stimuli, which may result in aggressive behavior.

Bite: For the purposes of this test, a bite is defined as a bite which causes an indentation of the skin, a red mark, or punctures the skin.

Emotional Arousal: Emotional arousal may include: dilated pupils, piloerection, tense body posture, +/- aggression

Fear: For the purposes of this test, fear is behavior where the cat attempts to avoid contact with the evaluator, but does not involve aggression.

Inhibited bite: An inhibited bite is a bite which comes close to or touches the skin, but does not leave an indentation in the skin, a red mark, or punctures.

Recovery: Recovery is scored in relation to arousal, aggression, and fear, and refers to the cat's ability to 'bounce back' or recover from arousal, aggression or fear. Does the cat's behavior continue into the next portion of the evaluation? If yes, the cat scores a 'no' on recovery. A cat that is significantly fearful and does not wish to interact, from the start of the test, cannot be evaluated for recovery because there is no normal baseline which the cat would return to.

Sociable body postures: Sociability may include any or all of the following: approaches evaluator with relaxed body posture, relaxed body posture when interacting with evaluator (tail may be up or down), purrs during interaction, kneads paws during interaction, rubs against evaluator, rolls on side while purring or kneading.