CREATED BY:



CANINE-ALITY™ ASSESSMENT



| | | | ••• | |
|--|--|---|---|--|
| Date: | Evaluated | by: Polly | Dog's Name | BISTEC |
| 1 | | lyr. Breed Typ | | · |
| Sex: | Male Neu | tered Male Fema | le Spayed Femal | e |
| Total | Points:Co | lor: Green | Canine-ality Description | on: Green Go-Gett |
| shut the as strain greeting of the control of the c | ne door behind you. Gight as possible. (Testing and choose from the The dog gleefully jump. The dog jumps on you. The dog jumps and pout the dog keeps all four. The dog gives a low tall the dog moves to the | ireet the dog with patt is done off leash.) Cone following responses: os and pounces <u>on</u> you but ceases quickly unces <u>around</u> you, but defect on the ground but il wag, puts his ears back of the run and avo | ing and a high-pitched ntinue for up to 20 seconds on the part of | Enter the dog's kennel and happy voice while standing conds, or until dog ceases |
| | | | before being placed for | SOR! This dog may need adoption. SCORE #1: |
| | | | | 3CORE #1 |
| NOTES | : | | | |
| | | | | |
| | | | | |
| | | | | |

BEFORE PROCEEDING TO TEST #2, TAKE THE DOG OUTSIDE AND PROVIDE HIM AN OPPORTUNITY TO RELIEVE HIMSELF

Did the dog urinate? Yes



No

Did the dog defecate?

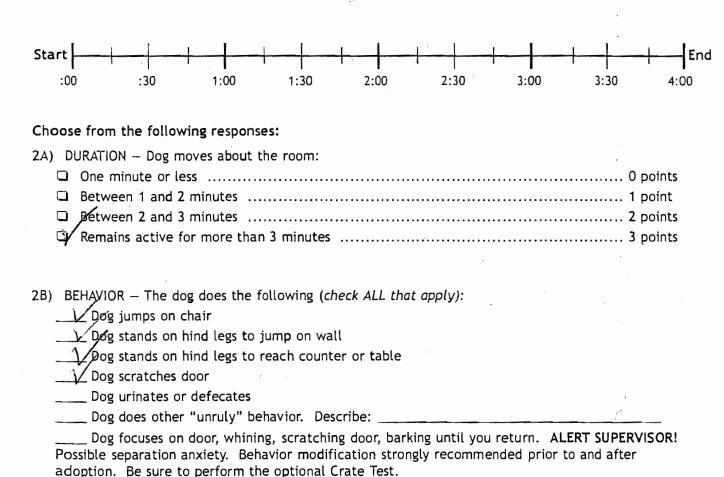
Yes

#2: LEFT ALONE TEST. Take the dog into a room and leave him there alone. Observe the dog's behavior on the TV/audio baby monitor for four minutes.

Use the time-line below to measure the total amount of time the dog moves around the room. Each time the dog sits or lies down write "\ " at that point on the time line. Write "\ " each time the dog stands up and/or moves around the room. (Remember to mark the dog's initial position at START.)

Next, add up the total amount of time the dog moved about the room.

Then choose the appropriate option for the Duration section of the test.



 $2A = 3 + 2B = TOTAL SCORE #2:_$

behavior modification and will need socialization, and is not ready for adoption yet.

NOTES:

| #3: PLAY TEST. Inside a fenced area, take lead off dog and of 90 seconds. If he comes up to you, give him a smile and a sm 90 seconds, attempt to engage the dog in a game of fetch. U and a fun toy. Choose from the following responses: | nall pat, but otherwise igno | re him. After |
|--|---|--|
| Dog engages in the game with enthusiasm and continues to | play for at least two minutes. | 2 points |
| Dog engages in the game with enthusiasm but then change | | |
| else such as keep-away, tug, chase, etc | | 2 points |
| Dog engages in the game but loses interest in toy quickly nicely with evaluator instead of toy. | | |
| Dog engages in the game but loses interest quickly. Dog engage in some other activity not related to toy or evaluator | | |
| ☐ Dog chooses to sniff the ground or engage in some other evaluator | | |
| Dog wags his tail and is interactive with the evaluator, but do Dog is fearful. If dog does NOT recover, ALERT SUPERVIS modification and will need socialization before being placed | oes not engage in play at all. SOR! This dog may need beh I for adoption. | 0 points navior |
| | SCORE #3 | s: <u>又</u> |
| TOY PREFERENCE: Tennis Ball Tug Toy Squeaky Plush | n None Other | |
| NOTES: Tennis Ball Tug Toy Squeaky Plush | | |
| #4: FOOD MOTIVATION TEST. With the dog on a six foot leash teach the dog the rules of the game. Next, attempt to rock to circle. Choose from the following responses: Dog follows the food lure and after a few repetitions lead focused and responsive. Dog follows the food lure and is enthusiastic, but gets discredirected several times. Dog follows the food lure once or twice but then quickly | irns the behavior. The dog is isstracted and needs to be | o spin in a 3 points 2 points 1 point |
| Dog does not follow food but stays near you and wants toDog does not follow food nor does he stay near you | | |
| | | ~~~ |
| | SCORE #4 | |
| This dog appears to know the following behaviors: SIT NOTES: | STAY DOWN | COME |
| 5: MANNERS ASSESSMENT. During testing, the dog (check all | that apply): | |
| ا المساول Jamped on me at times other than during the Greeting | Test | 2 points |
| Pulled on the leash a lot | | |
| Was rough and a bit difficult to handle, (including mouthin clothing, body slamming, using forelegs to hit, scratch or hug, | | |
| ☐ Was calm and well-mannered | | • |
| ☐ Had lots of energy yet was well-mannered | SCORE #5 | - |
| NOTES: | SCORE #3 | " |

| | | | OVERALL SCORE | | | | |
|--------------------------------------|--------------------------|-----------------------|---|--|------|--|--|
| | #1 GREETI | NG SCORE | | 3 | | | |
| #2 LEFT ALONE SCORE (A + B combined) | | | | | | | |
| #3 PLAY SCORE | | | | | | | |
| | <u>3</u> | | | | | | |
| | #5 MANNEI | RS SCORE | | <u> </u> | | | |
| | TOT | TAL SCORE | | _16 | | | |
| | HIGH <u>21</u> –20–19 | -18-17-(16) <u>1!</u> | <u>5</u> —14—13—12—11—10—9- | -8- <u>7</u> -6-5-4-3-2-1- <u>0</u> EASY | | | |
| | COLOR CODE: | GREEN | ORANGE | PURPLE | | | |
| | GREEN/HIGH: | Go-Getter, | Life of the Party, Free S | Spirit | | | |
| | ORANGE/AVERAGE | E: Goofball, E | Busy Bee, Wallflower | , | | | |
| | PURPLE/EASY: | Teacher's F | Pet, Constant Companior | n, Couch Potato | | | |
| OPTIO | NAL: CRATE TEST | | | | | | |
| | | ide a crate wit | h a rawhide chewie or t | coy. Choose from the following respon | | | |
| | Dog enters willingl | | in a rawinge chemie or t | coy. Choose from the following respon | 3C3. | | |
| | Dog enters with gu | - | | • | | | |
| | Dog has to be place | | | | | | |
| | - | | difficult to get inside | | | | |
| | Cannot get dog ins | ide crate | · . | | | | |
| | | | e in the crate and exit the nutes and check the foll | ne room. Observe the dog's behavior of coming: | on | | |
| | Dog circles, invest | igates crate th | en sits or lies down | | | | |
| | Dog barks, whines | , circles, may p | oaw at crate but eventu | ally settles | | | |
| | Dog barks, whines | , continues to | circle or paw at crate, b | out does NOT settle | | | |
| 0 0 | Dog panics, barks, Other | whines, bites | at crate, drools and pan | its heavily | | | |
| | | | | | | | |

CREATED BY:



