

Match-Up II® Shelter Dog Rehoming Program / Behavior Evaluation Worksheet

Please use this worksheet to record the behaviors observed for all 11 sub-tests. To mark a behavior, place a check mark in the box next to the behavior. You will also need to refer to the personality scoring box next to the behavior that is checked off.

Personality Scoring Instructions: Behaviors are grouped into “personality traits”. Certain behaviors within these traits are assigned a score, from 0 to 3, based on how strongly they reflect a trait. Review the behavior evaluation and, for each sub-test, enter the highest score for each trait. Do not add scores, use only the behavior which received the highest score. For example, if a dog both licked and sniffed the person in Sub-Test 2, you would enter a score of 3 for Friendliness for Sub-Test 2 as lick receives a higher score than sniff.

Fr=Friendly, **Fe**=Fearful, **E**=Excitability, **A**=Aggressiveness, **P**=Playfulness, **T**=Trainability

Overall Personality Scores <i>To calculate total Personality Scores, add together all the Personality Scores from all sub-tests and enter them here.</i>					
Friendliness	out of 34 max	Excitability	out of 33 max	Playfulness	out of 21 max
Fearfulness	out of 36 max	Aggressiveness	out of 36 max	Trainability	out of 15 max

Note: Behaviors in bold italics receive points on the Behavioral Triage form (see form for more information).

Short descriptions of each sub-test are provided below as a reminder or how to conduct the sub-test but please refer to the manual for the complete description.

SUB-TEST	BEHAVIORS					
1. Leash Manners						
Handler walks dog outside. Observe leash behavior and report to Recorder.	Doesn't Pull		Pulls Lightly		Pulls Medium	
					Pulls Hard	
					Grabs Leash with Mouth	
					*May select this box along with 1 behavior	
Comments:						

Personality Scores Subtotal
NA

2. Room Behavior	Person		Body		Tail		Mouth		Vocalizations	
Part 1: Explore 2 mins Handler drops leash when entering room and sits in chair in middle of room. Watch but do not talk to or interact with dog during the 2 min.	Lick Person	Fr 3	Cower	Fe 3	Wag Tail	Fr 2	Lip Lick	Fe 1	Whine	NA
	Nudge Hand	Fr 3	Tremble	Fe 3	Tuck Tail	Fe 2	Hard Mouth Person	E 3	Bark	E 1
	<i>Jump Up on Person</i>	Fr 3 E 2	Hide	Fe 3			Grab Clothes	E 3	Growl	A 2
	Stay Near Person 5+ Sec	Fr 2	Crouch	Fe 2	Ears		Soft Mouth Person	E 2		
	Sniff Person	Fr 1	Jump Up (not on person)	E 1	Ears Back	NA	Grab Leash	E 2	Other	
	<i>Run Away from Person</i>	Fe 3	Stiff	A 1			Inhibited Bite	A 3		
	Back Away from Person	Fe 1	Playbow	Fr 3 P 2			Uninhibited Bite	A 3		
	<i>Mount Person</i>	E 3					Show Teeth	A 2		
	Paw Person	P 1					Snap	A 2		
	Approach Person	NA								
Comments:										

Personality Scores Subtotal for Sub-test 2.1	
Friendliness Highest	
Fearfulness Highest	
Excitability Highest	
Aggressiveness Highest	
Playfulness Highest	

(Pick behavior with the highest points, do not add.)

2. Room Behavior	Person		Body		Tail		Mouth		Vocalizations	
Part 2: Call Over Handler calls dog over, "Come, [name], come", no hands or other sounds first time. If dog doesn't come, repeat. If dog still doesn't come, try a third time, clapping hands on lap, making kissing sounds. Pet dog with 3 long strokes if comes over.	Lick Person	Fr 3	Cower	Fe 3	Wag Tail	Fr 2	Lip Lick	Fe 1	Whine	NA
	Nudge Hand	Fr 3	Tremble	Fe 3	Tuck Tail	Fe 2	Hard Mouth Person	E 3	Bark	E 1
	Jump Up on Person	Fr 3 E 2	Hide	Fe 3			Grab Clothes	E 3	Growl	A 2
	Stay Near Person 5+ Sec	Fr 2	Crouch	Fe 2	Ears		Soft Mouth Person	E 2	Other	
	Sniff Person	Fr 1	Jump Up (not on person)	E 1	Ears Back	NA	Grab Leash	E 2		
	Run Away from Person	Fe 3	Stiff	A 1			Inhibited Bite	A 3		
	Back Away from Person	Fe 1	Playbow	Fr 3 P 2			Uninhibited Bite	A 3		
	Mount Person	E 3					Show Teeth	A 2		
	Paw Person	P 1					Snap	A 2		
	Approach Person	NA								
*Did the dog come when called? _____ *Number of times asked? _____										
Comments:										

Personality Scores Subtotal for Sub-test 2.2	
Friendliness Highest	
Fearfulness Highest	
Excitability Highest	
Aggressiveness Highest	
Playfulness Highest	

(Pick behavior with the highest points, do not add.)

3. Commands	Sit		Down		Sit / Stay		Come		Shake	
Instructions for this task can be found in the Match-Up II training manual.	Did Not Respond	NA	Did Not Respond	NA	Did Not Respond	NA	Did Not Respond	NA	Did Not Respond	NA
	Completed After One Request	T 3	Completed After One Request	T 3	Completed After One Request	T 3	Completed After One Request	T 3	Completed After One Request	T 3
	Completed After Two Requests	T 2	Completed After Two Requests	T 2	Completed After Two Requests	T 2	Completed After Two Requests	T 2	Completed After Two Requests	T 2
	Completed After Three Requests	T 1	Completed After Three Requests	T 1	Completed After Three Requests	T 1	Completed After Three Requests	T 1	Completed After Three Requests	T 1
Comments:										

Personality Scores Subtotal for Sub-test 3	
Trainability Max 15	

*Add scores up for each command and enter in box, rather than selecting the highest as you do in all other sub-tests.

4. Handling	Person		Body		Tail		Mouth		Vocalizations	
Feet Have dog stand (sitting is okay if dog won't stand). Discontinue sub-test if dog won't stand or sit. Handler stands on dog's right side, holding collar with right hand. Using the left hand, pick up the rear inside foot, then front inside foot, then rear outside foot, then front outside foot. Make sure to hold the foot, not the ankle. Hold each foot for two seconds. Stay aware of dog's head for safety.	Lick Person	Fr 3	Cower	Fe 3	Wag Tail	Fr 2	Lip Lick	Fe 1	Whine	NA
	Nudge Hand	Fr 3	Tremble	Fe 3	Tuck Tail	Fe 2	Hard Mouth Person	E 3	Bark	E 1
	Jump Up on Person	Fr 3 E 2	Crouch	Fe 2	Ears		Grab Clothes	E 3	Growl	A 2
	Sniff Person	Fr 1	Lie Down/Lie on Side	Fe 2			Soft Mouth Person	E 2	Yelp	NA
	Back Away from Person	Fe 1	Roll on Back	Fe 2	Ears Back	NA	Grab Leash	E 2	Other	
	Mount Person	E 3	Jump Up (not on person)	E 1			Inhibited Bite	A 3		
	Approach Person	NA	Head Whip	A 2			Uninhibited Bite	A 3	Dog Sat for Sub-Test	NA
		Stiff	A 1	Show Teeth			A 2	Dog would not Sit or Stand, Sub-Test Discontinued	NA	
						Snap	A 2			
Comments:										

Personality Scores Subtotal for Sub-test 4

Friendliness Highest	
Fearfulness Highest	
Excitability Highest	
Aggressiveness Highest	

(Pick behavior with the highest points, do not add.)

5. Toys	Toy		Person		Tail		Mouth		Vocalizations	
Part 1: Ball Handler drops leash and holds ball so that dog sees it. Throw ball, wait to see if dog returns to handler. If doesn't, call dog. Walk to dog if doesn't return. Wait to see if dog drops toy. If not, ask to "drop", then "give", then "out". If doesn't, trade for treat.	Runaway from Toy (without Toy)	Fe 3	Jump Up On Person	Fr 3 E 2	Wag Tail	Fr 2	Lip Lick	Fe 1	Whine	NA
	Back Away from Toy (without toy)	Fe 1	Approach Person	NA	Tuck Tail	Fe 2	Hard Mouth Person	E 3	Bark	E 1
	Bring Toy Back	P 3	Body		Ears		Grab Clothes	E 3	Growl	A 2
	Pick Up Toy in Mouth	P 2					Soft Mouth Person	E 2	Play Growl	NA
	Approach Toy When Thrown	P 1	Cower	Fe 3	Ears Back	NA	Grab Leash	E 2	Other	
	Does Not Approach Toy When Thrown	NA	Tremble	Fe 3			Inhibited Bite	A 3		
	Move Away with Toy	NA	Hide	Fe 3			Uninhibited Bite	A 3		
	Drop Toy - No Command	NA	Crouch	Fe 2			Show Teeth	A 2		
	Drop Toy - on Command	NA	Jump Up (not on person)	E 1	Snap	A 2				
	Traded Toy	NA	Stiff	A 1						
	Reluctant to Trade	NA	Playbow	Fr 3 P 2						
Comments:										

Personality Scores Subtotal for Sub-test 5.1

Friendliness Highest	
Fearfulness Highest	
Excitability Highest	
Aggressiveness Highest	
Playfulness Highest	

(Pick behavior with the highest points, do not add.)

5. Toys	Toy		Person		Tail		Mouth		Vocalizations	
Part 2: Plush Squeaky Toy Handler squeaks toy then throws it. Wait to see if dog returns to handler. If doesn't, call dog. Walk to dog if doesn't return. Wait to see if dog drops toy. If not, ask to "drop", then "give", then "out". If doesn't, trade for treat.	Runaway from Toy (without Toy)	Fe 3	Jump Up On Person	Fr 3 E 2	Wag Tail	Fr 2	Lip Lick	Fe 1	Whine	NA
	Back Away from Toy (without toy)	Fe 1	Approach Person	NA	Tuck Tail	Fe 2	Hard Mouth Person	E 3	Bark	E 1
	Bring Toy Back	P 3					Grab Clothes	E 3	Growl	A 2
	Pick Up Toy in Mouth	P 2	Body		Ears		Soft Mouth Person	E 2	Play Growl	NA
	Approach Toy When Thrown	P 1	Cower	Fe 3	Ears Back	NA	Grab Leash	E 2		
	Does Not Approach Toy When Thrown	NA	Tremble	Fe 3			Inhibited Bite	A 3	Other	
	Move Away with Toy	NA	Hide	Fe 3			Uninhibited Bite	A 3		
	Drop Toy - No Command	NA	Crouch	Fe 2			Show Teeth	A 2		
	Drop Toy - on Command	NA	Jump Up (not on person)	E 1			Snap	A 2		
	Traded Toy	NA	Stiff	A 1						
Reluctant to Trade		Playbow	Fr 3 P 2							

Was there any destruction of the squeaky toy (ripping, tearing, shredding)?

Comments:

Personality Scores Subtotal for Sub-test 5.2

Friendliness Highest	
Fearfulness Highest	
Excitability Highest	
Aggressiveness Highest	
Playfulness Highest	

(Pick behavior with the highest points, do not add.)

5. Toys	Toy		Person		Tail		Mouth		Vocalizations	
Part 3 : Tug Toy Handler wiggles the tug toy on the ground in front of the dog to engage. Encourage the dog to tug by saying "tug". Try three times for 5 seconds each time. If dog will tug, play tug for 10 seconds. Repeat drop exercise as for ball.	Runaway from Toy (without Toy)	Fe 3	Jump Up On Person	Fr 3 E 2	Wag Tail	Fr 2	Lip Lick	Fe 1	Whine	NA
	Back Away from Toy (without toy)	Fe 1	Approach Person	NA	Tuck Tail	Fe 2	Hard Mouth Person	E 3	Bark	E 1
	Play Tug	P 3					Grab Clothes	E 3	Growl	A 2
	Take Toy in Mouth (but does not play tug)	P 2	Body		Ears		Soft Mouth Person	E 2	Play Growl	NA
	Drop Toy - No Command	NA	Cower	Fe 3	Ears Back	NA	Grab Leash	E 2		
	Drop Toy - on Command	NA	Tremble	Fe 3			Inhibited Bite	A 3	Other	
	Traded Toy	NA	Hide	Fe 3			Uninhibited Bite	A 3		
		NA	Crouch	Fe 2			Show Teeth	A 2		
	Reluctant to Trade	NA	Jump Up (not on person)	E 1			Snap	A 2		
			Stiff	A 1						
		Playbow	Fr 3 P 2							

Would you call dog's play style with the tug "intense"?

Comments:

Personality Scores Subtotal for Sub-test 5.3

Friendliness Highest	
Fearfulness Highest	
Excitability Highest	
Aggressiveness Highest	
Playfulness Highest	

(Pick behavior with the highest points, do not add.)

6. Run & Freeze	Person		Body		Tail		Mouth		Vocalizations	
With dog dragging leash, Handler gently taps dog on back and then runs across room (20-40 feet), giggling and waving arms. Suddenly stop and fold arms, ignoring dog. Repeat from that point (call or lead dog over if not nearby). If dog hard mouths, mounts, growls at or bites the Handler, STOP!	Lick Person	Fr 3	Cower	Fe 3	Wag Tail	Fr 2	Lip Lick	Fe 1	Whine	NA
	Nudge Hand	Fr 3	Tremble	Fe 3	Tuck Tail	Fe 2	Hard Mouth Person	E 3	Bark	E 1
	Jump Up on Person	Fr 3 E 2	Hide	Fe 3			Grab Clothes	E 3	Growl	A 2
	Stay Near Person 5+ Sec	Fr 2	Crouch	Fe 2	Ears		Soft Mouth Person	E 2	Other	
	Sniff Person	Fr 1	Jump Up (not on person)	E 1	Ears Back	NA	Grab Leash	E 2		
	Run Away from Person	Fe 3	Stiff	A 1			Inhibited Bite	A 3		
	Back Away from Person	Fe 1	Playbow	Fr 3 P 2			Uninhibited Bite	A 3		
	Mount Person	E 3					Show Teeth	A 2		
	Paw Person	P 1					Snap	A 2		
Approach Person	NA									
Comments:										

Personality Scores Subtotal for Sub-test 6	
Friendliness Highest	
Fearfulness Highest	
Excitability Highest	
Aggressiveness Highest	
Playfulness Highest	

(Pick behavior with the highest points, do not add.)

7. Rubber Hand	Hand		Body		Tail		Mouth		Vocalizations	
Introduce Rubber Hand	Lick Hand	NA	Cower	NA	Wag Tail	NA	Lip Lick	NA	Whine	NA
Recorder holds the dog on leash. Handler hides stick underneath clothing or lays flat against arm with the rubber hand in view and approaches the dog. With the hand close to the dog's head, allow the dog to investigate (sniff, lick, chew, bite). Note in comments section if dog seems playful, fearful, or aggressive.	Sniff Hand	NA	Tremble	NA	Tuck Tail	NA	Hard Mouth Hand	NA	Bark	NA
	Back Away from Hand	NA	Crouch	NA			Grab Clothes	NA	Growl	NA
	Approach Hand	NA	Jump Up (not on person)	NA	Ears		Soft Mouth Hand	NA	Other	
			Stiff	NA	Ears Back	NA	Grab Leash	NA		
							Inhibited Bite	NA	Playful with Hand (as if toy)	NA
							Uninhibited Bite	NA		
							Show Teeth	NA		
							Snap	NA		
						Mouthing	NA			
Comments:										

Personality Scores Subtotal
NA

8. Possessiveness	Food		Body		Tail		Mouth		Vocalizations	
Part 1: Wet Food	Eat Food	NA	Cower	Fe 3	Wag Tail	Fr 2	Lip Lick	Fe 1	Whine	NA
Tether dog. Handler places bowl on floor & pushes forward with rubber hand so no tension on leash. Allow dog to begin eating. Walk past dog with rubber hand hanging down. Pet dog's head and body with hand. Move hand around outside of bowl, edge, inside, right next to dog's mouth. Hand should be next to but not touching or pushing dog's head. Pull bowl away with hand, push back, pull away, then remove bowl.	Stop Eating Before Hand	NA	Tremble	Fe 3	Tuck Tail	Fe 2	Grab Leash	E 2	Bark	E 1
	Stop Eating But Doesn't Back Away After Hand Introduced	NA	Crouch	Fe 2	Ears		Inhibited Bite	A 3	Growl	A 2
	Stop Eating and Back Away After Hand Introduced	NA	Jump Up (not on person)	E 1	Ears		Uninhibited Bite	A 3	Other	
	Eat Food Faster After Hand Introduced	NA	Stiff	A 1	Ears Back	NA	Show Teeth	A 2	Tethered	
							Snap	A 2	Held	
								Reactive to tethering		NA
								Dog did not eat, Sub-Test discontinued		NA
If dog shows teeth, growls, snaps, or bites on any part of the sub-test, indicate which part: ___ Walk by ___ Pet Dog ___ Hand next to, on, or in bowl ___ Pull bowl away (either time)										
Comments:										

Personality Scores Subtotal for Sub-test 8.1

Friendliness Highest	
Fearfulness Highest	
Excitability Highest	
Aggressiveness Highest	

(Pick behavior with the highest points, do not add.)

8. Possessiveness	Pig's Ear		Body		Tail		Mouth		Vocalizations		
Part 2: Pig's Ear	Chew Ear	NA	Cower	Fe 3	Wag Tail	Fr 2	Lip Lick	Fe 1	Whine	NA	
Must use pig's ear & mat/ rug. Tether dog. Handler places/tosses ear on mat so no tension on leash. Allow dog to chew for approx. 30 sec before using hand. Pet dog's head, body, then place hand near ear. Move hand closer and touch ear. See if dog will trade for treat.	Stop Chewing Before Hand	NA	Tremble	Fe 3	Tuck Tail	Fe 2	Grab Leash	E 2	Bark	E 1	
	Move Away with Ear Before Hand	NA	Crouch	Fe 2	Ears		Inhibited Bite	A 3	Growl	A 2	
	Stop Chewing After Hand Introduced	NA	Jump Up (not on person)	E 1	Ears		Uninhibited Bite	A 3	Other		
	Move Away with Ear After Hand Introduced	NA	Stiff	A 1	Ears Back	NA	Show Teeth	A 2	Tethered		
	Drop Ear After Hand Introduced	NA					Snap	A 2	Held		
	Traded Ear	NA							Reactive to tethering		NA
	Reluctant to Trade	NA							Dog did not eat, Sub-Test discontinued		NA
If dog shows teeth, growls, snaps, or bites on any part of the sub-test, indicate which part: ___ Pet dog ___ Hand near ear ___ Hand on ear											
Comments:											

Personality Scores Subtotal for Sub-test 8.2

Friendliness Highest	
Fearfulness Highest	
Excitability Highest	
Aggressiveness Highest	

(Pick behavior with the highest points, do not add.)

9. Toddler Doll	Doll		Body		Tail		Mouth		Vocalizations	
Handler holds leash while Recorder carries toddler doll into the room like a child, stopping approximately 8 feet away. Place doll on ground in a standing position and "walk" doll forward. At about 3 feet away, stop and extend doll's arm. Allow dog to approach if desired. If the dog is fearful of doll, wait 20 seconds to see if the dog recovers from fear. Do not reassure the dog at this time.	Stay Near Doll 5+ Sec	Fr 2	Cower	Fe 3	Wag Tail	Fr 2	Lip Lick	Fe 1	Whine	NA
	Lick Doll	Fr 3	Tremble	Fe 3	Tuck Tail	Fe 2	Hard Mouth Person / Doll	E 3	Bark	E 1
	Jump Up on Doll	Fr 3 E 2	Hide	Fe 3			Grab Clothes	E 3	Growl	A 2
	Nudge Doll	Fr 3	Crouch	Fe 2	Ears		Soft Mouth Person / Doll	E 2		
	Sniff Doll	Fr 1	Jump Up (not on person)	E 1	Ears Back	NA	Grab Leash	E 2	Other	
	Run Away from Doll	Fe 3	Stiff	A 1			Inhibited Bite	A 3	Playful with Doll (as if toy)	NA
	Back Away from Doll	Fe 1	Playbow	Fr 3 P 2			Uninhibited Bite	A 3	Does not recover from fear within 30 sec	NA
	Mount Doll	E 3					Show Teeth	A 2		
	Paw Doll	P 1					Snap	A 2		
	Approach Doll	NA								
Comments:										

Personality Scores Subtotal for Sub-test 9	
Friendliness Highest	
Fearfulness Highest	
Excitability Highest	
Aggressiveness Highest	
Playfulness Highest	

(Pick behavior with the highest points, do not add.)

10. Strange-Looking Woman	Person		Body		Tail		Mouth		Vocalizations	
Handler holds leash. Recorder enters dressed in a trench coat, hat, sunglasses and cane. Stop at any sign of aggression. Recorder says "Hi, doggie, can I pet you?" If no aggression occurs, approach, saying "Hi, doggie, are you a nice doggie?" When 3 feet away, the Recorder reaches out with a closed hand to allow the dog to sniff if desired. Allow dog to approach if desired. If the dog is fearful of the woman, maintain position without moving (can drop hand) and wait an additional 20 seconds to see if the dog recovers. Do not reassure the dog at this time.	Lick Person	Fr 3	Cower	Fe 3	Wag Tail	Fr 2	Lip Lick	Fe 1	Whine	NA
	Nudge Person	Fr 3	Tremble	Fe 3	Tuck Tail	Fe 2	Hard Mouth Person	E 3	Bark	E 1
	Jump Up on Person	Fr 3 E 2	Hide	Fe 3			Grab Clothes	E 3	Growl	A 2
	Stay Near Person 5+ Sec	Fr 2	Crouch	Fe 2	Ears		Soft Mouth Person	E 2		
	Sniff Person	Fr 1	Jump Up (not on person)	E 1	Ears Back	NA	Grab Leash	E 2	Other	
	Run Away from Person	Fe 3	Stiff	A 1			Inhibited Bite	A 3	Fearful of Cane	NA
	Back Away from Person	Fe 1	Playbow	Fr 3 P 2			Uninhibited Bite	A 3	Playful with Cane	NA
	Mount Person	E 3					Show Teeth	A 2	Does not recover from fear within 30 sec	NA
	Paw Person	P 1					Snap	A 2		
	Approach Person	NA								
Comments:										

Personality Scores Subtotal for Sub-test 10	
Friendliness Highest	
Fearfulness Highest	
Excitability Highest	
Aggressiveness Highest	
Playfulness Highest	

(Pick behavior with the highest points, do not add.)

11. Dog-to-Dog Interaction	Dog		Body		Tail		Mouth		Vocalizations		
Part 1: Dog 1 If possible, use a dog-friendly dog approximately the same size as the dog being evaluated. Walk dogs past each other about three feet away. Stop if any aggression or concern. If none, allow to greet. Note any other playful behaviors in the comments section.	Lick Dog	Fr 3	Cower	Fe 3	Wag Tail	Fr 2	Lip Lick	Fe 1	Whine	NA	
	Jump Up on Dog	Fr 3 E 2	Tremble	Fe 3	Tuck Tail	Fe 2	Inhibited Bite to Dog	A 3	Bark	E 1	
	Sniff Dog	Fr 1	Hide	Fe 3	Ears		Uninhibited Bite to Dog	A 3	Growl	A 2	
	Run Away from Dog	Fe 3	Crouch	Fe 2			Show Teeth	A 2	Play Growl	NA	
	Back Away from Dog	Fe 1	Jump Up (not on person/dog)	E 1	Ears Back	NA	Snap	A 2	Other		
	Paw Dog	P 1	Piloterect	E 2	Mouthing		E 2	Does not recover from fear within 30 sec			NA
	Approach Dog	NA	Playbow	Fr 3 P 2			Stiff		NA		
			Head Whip	NA							
			Roll on Back	NA							
			Lie Down/Lie on Side	NA							
Comments: Other Dog's Name: _____ M N F S (circle)											

Personality Scores Subtotal for Sub-test 11.1	
Friendliness Max 3	
Fearfulness Max 3	
Excitability Max 2	
Aggressiveness Max 3	
Playfulness Max 2	

Calculate trait scores for only one dog sub-test.

11. Dog-to-Dog Interaction	Dog		Body		Tail		Mouth		Vocalizations		
OPTIONAL Part 2: Dog2 If possible, use a dog-friendly dog approximately the same size as the dog being evaluated. Walk dogs past each other about three feet away. Stop if any aggression or concern. If none, allow to greet. Note any other playful behaviors in the comments section.	Lick Dog	Fr 3	Cower	Fe 3	Wag Tail	Fr 2	Lip Lick	Fe 1	Whine	NA	
	Jump Up on Dog	Fr 3 E 2	Tremble	Fe 3	Tuck Tail	Fe 2	Inhibited Bite to Dog	A 3	Bark	E 1	
	Sniff Dog	Fr 1	Hide	Fe 3	Ears		Uninhibited Bite to Dog	A 3	Growl	A 2	
	Run Away from Dog	Fe 3	Crouch	Fe 2			Show Teeth	A 2	Play Growl	NA	
	Back Away from Dog	Fe 1	Jump Up (not on person/dog)	E 1	Ears Back	NA	Snap	A 2	Other		
	Paw Dog	P 1	Piloterect	E 2	Mouthing		E 2	Does not recover from fear within 30 sec			NA
	Approach Dog	NA	Playbow	Fr 3 P 2			Stiff		NA		
			Head Whip	NA							
			Roll on Back	NA							
			Lie Down/Lie on Side	NA							
Comments: Other Dog's Name: _____ M N F S (circle)											

Personality Scores Subtotal for Sub-test 11.2	
Friendliness Max 3	
Fearfulness Max 3	
Excitability Max 2	
Aggressiveness Max 3	
Playfulness Max 2	

Calculate trait scores for only one dog sub-test.

Now add up all scores for each personality trait for all sub-tests, and place the sum in the overall personality scores chart on page 1 of the Behavior Evaluation worksheet

Behavioral Triage

Dog's Name: _____ ID# _____

M N F S Breed: _____ Age: _____

**TOTAL TRIAGE
POINTS:**

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SECTION 1: BEHAVIORAL HISTORY *refer to Intake History*

A. NO INTAKE HISTORY AVAILABLE	(Check box)	
Check box on the right, if no intake history and skip to Section 2. Add 3 pts to Section 1 Behavioral History Total.		+3

B. AGGRESSION	(Check box)	
1. Attack or uninhibited bite resulting in severe injury to a person (such as a bite that requires stitches or multiple bites even if no medical care is required)		+50
2. To Adults - Check all that apply, then circle and add only the highest points to Section 1 Behavioral History Total.	(Check box)	
A. <i>Show teeth, growl</i> - Adults <input type="checkbox"/> Men <input type="checkbox"/> Women		+6
B. <i>Snap</i> - Adults <input type="checkbox"/> Men <input type="checkbox"/> Women		+8
C. <i>Bite</i> - Adults <input type="checkbox"/> Men <input type="checkbox"/> Women		+12
Note: If aggression in 2a-2c occurs while breaking up a dog fight or if the dog was in severe pain subtract 5 points. SUBTRACT a maximum of 5 points in this section.		-5
<i>If any aggression to adults in Sub-Section 2, answer the following questions but don't add any points (target is always an adult):</i>		
2.1. Was it over food?	<input type="checkbox"/> Yes <input type="checkbox"/> No	
2.2. Was it over bones, rawhides, or chews?	<input type="checkbox"/> Yes <input type="checkbox"/> No	
2.3. Was it over toys?	<input type="checkbox"/> Yes <input type="checkbox"/> No	
2.4. Was it over stolen objects?	<input type="checkbox"/> Yes <input type="checkbox"/> No	
2.5. Was it when the dog was disturbed while sleeping or resting?	<input type="checkbox"/> Yes <input type="checkbox"/> No	
2.6. Was it when a person handled the dog (brushing, handling feet, bathing, teeth brushing, ear cleaning, etc. but do NOT include reaction to vet or groomer)?	<input type="checkbox"/> Yes <input type="checkbox"/> No	
2.7. Was it when a person entered the house or yard?	<input type="checkbox"/> Yes <input type="checkbox"/> No	
2.8. Was it when a person approached or reached toward the dog?	<input type="checkbox"/> Yes <input type="checkbox"/> No	
3. To Children - Check all that apply but add only the highest points to Section 1 Behavioral History Total.	(Check box)	
A. <i>Show teeth, growl</i> - Children		+8
B. <i>Snap</i> - Children		+10
C. <i>Bite</i> - Children		+14
Note: If aggression in 2a-2c occurs while breaking up a dog fight or if the dog was in severe pain subtract 5 points. SUBTRACT a maximum of 5 points in this section.		-5

Dog's Name: _____ ID# _____ Date _____

<i>If any aggression to children in Sub-Section 3, answer the following questions but don't add any points (target is always an child):</i>		
3.1. Was it over food?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
3.2. Was it over bones, rawhides, or chews?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
3.3. Was it over toys?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
3.4. Was it over stolen objects?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
3.5. Was it when the dog was disturbed while sleeping or resting?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
3.6. Was it when a child handled the dog (brushing, handling feet, bathing, teeth brushing, ear cleaning, etc but do NOT include reaction to vet or groomer)?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
3.7. Was it when a child entered the house or yard?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
3.8. Was it when a child approached or reached toward the dog?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
4. To Vet/Groomer – Check all that apply but add only the highest points to Section 1 Behavioral History Total. (enter points only if no points received for aggression to adults)		
A. <i>Show teeth, growl</i> – Vet or groomer ONLY		+1
B. <i>Snap</i> – Vet or groomer ONLY		+3
C. <i>Bite</i> – Vet or groomer ONLY		+5
5. To Other Dogs – Check all that apply but add only the highest points to Section 1 Behavioral History Total.		
A. <i>Show teeth, growl</i> – Dogs		+1
B. <i>Snap</i> – Dogs		+4
C. <i>Bite</i> – Dogs		+8
D. <i>Attack</i> resulting in severe injury or death to a dog		+20
6. To Another Domesticated Animal Species (cat, livestock, <u>not</u> small pets like hamsters, guinea pigs, etc.) Check all that apply but add only the highest points to Section 1 Behavioral History Total.		
A. <i>Show teeth, growl</i> – Another domesticated animal species		+0
B. <i>Snap</i> – Another domesticated animal species		+0
C. <i>Bite</i> – Another domesticated animal species		+4
D. <i>Attack</i> resulting in severe injury or death to a dog to another domesticated animal species		+15

C. OTHER BEHAVIORAL PROBLEMS – Check all that apply and ADD ALL points to Section 1 Behavioral History Total.		
1. Barking, destructive behavior, OR house soiling only when left alone (separation anxiety, not puppy behavior)		+5
2. Dog returned 2 or more times due to behavioral reasons		+5
3. Escaping 2 times or more in last 6 months		+5
4. Chasing cars, motorcycles, joggers, cyclists, skateboarders, or rollerbladers		+2
5. Uncontrollable chasing of cats, squirrels or other small animals		+2

SECTION 1: BEHAVIORAL HISTORY TOTAL:

SECTION 2: BEHAVIORAL EVALUATION *refer to Behavior Evaluation Scoring Sheet*

(Please note: the behaviors noted below are the bolded behaviors on the evaluation worksheet.)

SUB-TEST 2 - ROOM BEHAVIOR (Part 1 or 2) – Check all that apply FROM ANY PART OF THE SUB-TEST, and add to Section 2: Behavior Evaluation Total. But if multiple behaviors within one behavior category (eg. excitability, aggression), add only the highest points from that category to the total		
Fearfulness: Cower, run away, tremble, hide		+2
Excitability: Soft mouth, jump up on person/doll/dog		+1
Excitability: Hard mouth, grab clothing/body, mount		+6
Aggressiveness: Show teeth, growl		+6
Aggressiveness: Snap		+8
Aggressiveness: Bite		+12

SUB-TEST 4 - HANDLING: FEET – Check all that apply FROM ANY PART OF THE SUB-TEST, and add to Section 2: Behavior Evaluation Total. But if multiple behaviors within one behavior category (eg. arousal, aggression), add only the highest points from that category to the total		
Fearfulness: Cower, tremble		+2
Excitability: Soft mouth, jump up on person/doll/dog		+1
Excitability: Hard mouth, grab clothing/body, mount		+6
Aggressiveness: Show teeth, head whip, growl		+6
Aggressiveness: Snap		+8
Aggressiveness: Bite		+12

SUB-TESTS 5: PARTS 1, 2, or 3 - TOYS – Check all that apply FROM ANY PART OF THE SUB-TEST, and add to Section 2: Behavior Evaluation Total. But if multiple behaviors within one behavior category (eg. arousal, aggression), add only the highest points from that category to the total		
Fearfulness: Cower, run away, tremble, hide		+2
Excitability: Soft mouth, jump up on person/doll/dog		+1
Excitability: Hard mouth, grab clothing/body, mount		+6
Aggressiveness: Show teeth, growl (not a play growl)		+6
Aggressiveness: Snap		+8
Aggressiveness: Bite		+12

SUB-TEST 6 - RUN AND FREEZE - Check all that apply FROM ANY PART OF THE SUB-TEST, and add to Section 2: Behavior Evaluation Total. But if multiple behaviors within one behavior category (e.g. excitement, aggression), add only the highest points from that category to the total.		
Fearfulness: Cower, run away, tremble, hide		+2
Excitability: Soft mouth, jump up on person/doll/dog		+1
Excitability: Hard mouth, grab clothing/body, mount		+6
Aggressiveness: Show teeth, growl		+6
Aggressiveness: Snap		+8
Aggressiveness: Bite		+12

SUB-TEST 8: Part 1 - POSSESSIVENESS: FOOD - Check all that apply but only add the highest points to Section 2: Behavior Evaluation Total.		
Aggressiveness: Show teeth, growl		+6
Aggressiveness: Snap, inhibited bite to rubber hand		+8
Aggressiveness: Uninhibited bite to rubber hand		+12

SUB-TEST 8: Part 2 - POSSESSIVENESS: PIG'S EAR - Check all that apply but only add the highest points to Section 2: Behavior Evaluation Total.		
Aggressiveness: Show teeth, growl		+6
Aggressiveness: Snap, inhibited bite to rubber hand		+8
Aggressiveness: Uninhibited bite to rubber hand		+12

SUB-TEST 9 - TODDLER DOLL - Check all that apply FROM ANY PART OF THE SUB-TEST, and add to Section 2: Behavior Evaluation Total. But if multiple behaviors within one behavior category (e.g. excitability, aggression), add only the highest points from that category to the total.		
Fearfulness (doesn't recover within 30 sec): Cower, run away, tremble, hide		+2
Excitability: Soft mouth, jump up on person/doll/dog		+1
Excitability: Hard mouth, grab clothing/body, mount		+6
Aggressiveness: Show teeth, growl		+6
Aggressiveness: Snap		+8
Aggressiveness: Bite		+12

SUB-TEST 10 – STRANGE-LOOKING WOMAN – Check all that apply FROM ANY PART OF THE SUB-TEST, and add to Section 2: Behavior Evaluation Total. But if multiple behaviors within one behavior category (eg. excitability, aggressiveness), add only the highest points from that category to the total.		
Fearfulness (doesn't recover within 30 sec): Cower, run away, tremble, hide		+2
Excitability: Soft mouth, jump up on person/doll/dog		+1
Excitability: Hard mouth, grab clothing/body, mount		+6
Aggressiveness: Show teeth, growl		+6
Aggressiveness: Snap		+8
Aggressiveness: Bite		+12

SUB-TEST 11 (Part 1 or 2) – DOG-TO-DOG INTERACTION – Check all that apply FROM ANY PART OF THE SUB-TEST, and add to Section 2: Behavior Evaluation Total. But if multiple behaviors within one behavior category (eg. arousal, aggression), add only the highest points from that category to the total.		
Fearfulness (doesn't recover within 30 sec): Cower, run away, tremble, hide		+2
Aggressiveness: Show teeth, growl (not a play growl)		+1
Aggressiveness: Snap		+4
Aggressiveness: Bite		+8

SECTION 2: BEHAVIOR EVALUATION TOTAL:

SECTION 3: BEHAVIOR OBSERVED IN SHELTER Any information about a dog's behavior in a shelter environment should be entered here, including info from a past stay at another shelter, past evaluation, etc.)

A. AGGRESSION		
1. Attack or uninhibited bite resulting in severe injury to a person (such as a bite that requires stitches or multiple bites even if no medical care is required)		+50
2. To Adults - Check all that apply but add only the highest points to Section 3 Behavior Observed in Shelter.		
A. <i>Show teeth, growl</i> - Adults	<input type="checkbox"/> Men <input type="checkbox"/> Women	+6
B. <i>Snap</i> - Adults	<input type="checkbox"/> Men <input type="checkbox"/> Women	+8
C. <i>Bite</i> - Adults	<input type="checkbox"/> Men <input type="checkbox"/> Women	+12
Note: If aggression in 2a-2c occurs only when the dog is in or being returned to cage subtract 4 points. If aggression occurs while breaking up a dog fight or if the dog was in severe pain subtract 5 points. Subtract a maximum of 5 points in this section.		-5
		-4
<i>If any aggression to adults in Sub-Section 2, answer the following questions but don't add any points (target is always an adult):</i>		
2.1. Was it over food?	<input type="checkbox"/> Yes <input type="checkbox"/> No	
2.2. Was it over bones, rawhides, or chews?	<input type="checkbox"/> Yes <input type="checkbox"/> No	
2.3. Was it over toys?	<input type="checkbox"/> Yes <input type="checkbox"/> No	
2.4. Was it over stolen objects?	<input type="checkbox"/> Yes <input type="checkbox"/> No	
2.5. Was it when a person handled the dog (brushing, handling feet, bathing, teeth brushing, ear cleaning, etc but do NOT include reaction to vet or groomer)?	<input type="checkbox"/> Yes <input type="checkbox"/> No	
2.6. Was it when a person approached or reached toward the dog?	<input type="checkbox"/> Yes <input type="checkbox"/> No	
3. To Children - Check all that apply but add only the highest points to Section 3 Behavior Observed in Shelter.		
A. <i>Show teeth, growl</i> - Children		+8
B. <i>Snap</i> - Children		+10
C. <i>Bite</i> - Children		+14
Note: If aggression in 2a-2c occurs only when the dog is in or being returned to cage subtract 4 points. If a bite or a snap occurs while breaking up a dog fight or if the dog was in severe pain subtract 7 points. Subtract a maximum of 7 points in this section.		-7
		-4
<i>If any aggression to adults in Sub-Section 2, answer the following questions but don't add any points (target is always a child):</i>		
3.1. Was it over food?	<input type="checkbox"/> Yes <input type="checkbox"/> No	
3.2. Was it over bones, rawhides, or chews?	<input type="checkbox"/> Yes <input type="checkbox"/> No	
3.3. Was it over toys?	<input type="checkbox"/> Yes <input type="checkbox"/> No	
3.4. Was it over stolen objects?	<input type="checkbox"/> Yes <input type="checkbox"/> No	
3.5. Was it when a child handled the dog (brushing, handling feet, bathing, teeth brushing, ear cleaning, etc but do NOT include reaction to vet or groomer)?	<input type="checkbox"/> Yes <input type="checkbox"/> No	
3.6. Was it when a child approached or reached toward the dog?	<input type="checkbox"/> Yes <input type="checkbox"/> No	

4. To Vet/Groomer – Check all that apply but add only the highest points to Section 3 Behavior Observed in Shelter. (Omit points here if dog already received points for aggression to adults in previous section)		
A. <i>Show teeth, growl</i> – Vet or groomer ONLY		+1
B. <i>Snap</i> – Vet or groomer ONLY		+3
C. <i>Bite</i> – Vet or groomer ONLY		+5
5. To Other Dogs – Check all that apply but add only the highest points to Section 3 Behavior Observed in Shelter.		
A. <i>Show teeth, growl</i> – Dogs		+1
B. <i>Snap</i> – Dogs		+4
C. <i>Bite</i> – Dogs		+8
D. <i>Attack</i> resulting in severe injury or death to a dog		+20
6. To Another Domesticated Animal Species (cat, livestock, <u>not</u> small pets like hamsters, guinea pigs, etc.) Check all that apply but add only the highest points to Section 3 Behavior Observed in Shelter.		
A. <i>Show teeth, growl</i> – Another domesticated animal species		+0
B. <i>Snap</i> – Another domesticated animal species		+0
C. <i>Bite</i> – Another domesticated animal species		+4
D. <i>Attack</i> resulting in severe injury or death to another domesticated animal species		+15

B. FEAR (doesn't recover) – Check all that apply and ADD ALL points to Section 3 Behavior Observed in Shelter Total.		
1. People: Cower, run away, tremble – to most new people		+5
2. Environment: Cower, run away, tremble – city noises, thunder, etc.		+3

C. EXCITEMENT – Check all that apply and ADD ALL points to Section 3 Behavior Observed in Shelter Total.		
1. Soft mouth, jump up but does not grab clothing/body		+1
2. Hard mouth, jump up and grab clothing/body, mount		+6

D. CHASING – Check all that apply and ADD ALL points to Section 3 Behavior Observed in Shelter Total.		
1. Chasing cars, motorcycles, joggers, cyclists, skateboarders, or rollerbladers		+2
2. Uncontrollable chasing of cats, squirrels or other small animals		+2

SECTION 3: BEHAVIOR OBSERVED IN SHELTER TOTAL:

SECTION 4: DOG'S WEIGHT (Please note: weight point must only be added if the dog receives points for aggressiveness or excitability.)

Under 15 lbs.		-3
15-19 lbs.		-2
20-29 lbs.		-1
30-39 lbs.		0
40-49 lbs.		+1
50-59 lbs.		+2
60+ lbs.		+3

SECTION 4: DOG'S WEIGHT TOTAL:

SECTION 1: BEHAVIORAL HISTORY:

SECTION 2: BEHAVIOR EVALUATION:

SECTION 3: BEHAVIOR OBSERVED IN SHELTER:

SECTION 4: DOG'S WEIGHT TOTAL:

TOTAL TRIAGE POINTS:

Triage Point Range Descriptions

0-3 Points

The dog exhibited few or no problematic behaviors and is likely to be a good candidate for adoption with routine screening and counseling.

4- 20 points

The dog exhibited some problematic behaviors and is likely to be a candidate for adoption into a selected home. The dog may benefit from behavior modification training in the shelter and/or problem-based behavior counseling.

21+ Points

The dog exhibited numerous and/or severe problematic behaviors and should be evaluated carefully in terms of adoption prospects in the community. If it is decided to place dog the dog is likely to benefit from behavior modification training in the shelter and/or problem-based behavior counseling.

Triage Outcome Categories

Please indicate your shelter's recommendation for the dog below:

0 - 3 Points, No Aggression Noted:

Suitable for adoption with routine screening and counseling

4+ Plus Points or 0 - 3 Points with Aggression Noted:

Suitable for adoption with routine screening and counseling, may have some restrictions.

Suitable for adoption with problem-based behavior counseling required.

Suitable for adoption with both behavior modification training and problem-based behavior counseling required.

Suitable for adoption with behavior modification training, problem-based behavior counseling, and post-adoption counseling required.

Suitable for interim placement into a foster home or training facility for behavior modification, followed by re-evaluation.

Not suitable for adoption into a community (household) setting.

Recommended Behavioral Training

Based on the information entered about this dog from Behavioral History, Behavior Evaluation, and/or Behavior in the Shelter, this dog may be a candidate for the following training programs:

(check off all that apply)

Jumpy/Mouthy

Food Aggression

Aggression to People

Aggression when Handled

Aggression to Dogs

Jumpy/Mouthy

Fear of People

Separation Anxiety

Specific Environmental Fear

Other: _____

Other: _____

Manager/Behavior Department Comments:

Manager/Behavior Department approval: _____ Date: _____