

BSECE Canine Behavior Matrix – Effective 5-15-21 (updated 5-13-22)

	HEALTHY	TREATABLE-REHABILITATABLE	TREATABLE-MANAGEABLE	UNHEALTHY & UNTREATABLE
Bite to Humans	Bite (Level 1-2) caused by obvious provocation (<i>ex. dog was being attacked or in pain</i>)		Bite (Level 1-2) where triggers are well defined Single incidence of redirection on human resulting in single bite (Level 1-2)	Bites (Level 1-2) where triggers are unidentified or poorly defined. Bite (Level 3+) Redirection on human resulting in multiple bites (Level 1-2) or multiple incidences of single bites (Level 1-2) Redirection on human resulting in bite (Level 3+) <i>Exceptions may be made on case-by-case basis</i>
Resource Guarding		Mild Resource Guarding (<i>stiffens, gulps food</i>)	Moderate Resource Guarding (<i>growls, air snaps</i>)	Severe Resource Guarding (Bites Level 3+) <i>Exceptions may be made on a case-by-case basis</i>
Handling		Minor handling issues (<i>pulls away, avoids</i>)	Moderate handling issues (<i>growls, freezes, whips Head, air snaps, bites leash lunges</i>)	Severe Handling Issues (Unable to handle without use of a catch pole) Bite Level 3+ <i>Exceptions may be made on a case-by-case basis</i>
Aggression		Fear/Fear Aggression (mild)	Fear/Fear Aggression (<i>moderate-serious, good learning curve with training, extensive forward progress</i>)	Offensive Aggression to humans (<i>outside of kennel, shelter, foster, previous home</i>) Defensive Aggression to humans (<i>no consistent forward progress with treatment, slow learning curve</i>)
Aggression to Children				Threat Signals when unprovoked Stalking Behavior toward Children
Dog to Animal Behavior	Social/No known dog issues Shy/neutral Doesn't like other dogs, but shows no aggression	Fear-Based Dog Aggression Barrier Aggression (includes leash reactivity) with no follow through or displays good learning curve	Dog Selective Killed small animals (birds, squirrels, rabbits) The following may be TM or elevated to UU depending on history, intensity, circumstances and size differential (between dogs): <ul style="list-style-type: none"> • Killed cats • Killed other dogs • Killed livestock (excluding poultry) • Killed poultry 	Offensive, uninterruptable dog aggression (<i>This condition may be assessed in playgroup or based on history/other incidents</i>) The following may be TM or elevated to UU depending on history, intensity, circumstances and size differential (between dogs): <ul style="list-style-type: none"> • Killed cats • Killed other dogs • Killed livestock (excluding poultry) • Killed poultry

	HEALTHY	TREATABLE-REHABILITATABLE	TREATABLE-MANAGEABLE	UNHEALTHY & UNTREATABLE
Common Behavior Issues	Friendly/No Behavior Issues Normal Dog Behavior (playing, barking, jumping, initial shyness)	Mild/non-threatening Behavior Issues: <ul style="list-style-type: none"> • House soiling • Chewing • Digging • Excessive barking • Occasional escapes • Poor leash manners • Mouthy • Jumpy • Mounting • Kennel stress/ Deterioration in kennel 	Moderate Behavior Issues: <ul style="list-style-type: none"> • Chronic house soiling • Separation Anxiety (whines, pacing, no damage to dog or property) • Escapes/Difficult to confine • High Arousal • Hyperactivity • Overstimulation 	Severe Behavior Issues: <ul style="list-style-type: none"> • Any condition that results in poor quality of life in shelter • Separation Anxiety (injures self/property damage) • Compulsive Behavior • 3+ TR/TM Medical or Behavioral Conditions <i>Exceptions may be made on a case-by-case basis</i>
Legal				Dangerous according to applicable law
SBCAS Policy 1.02 - Socially Conscious Sheltering				<ul style="list-style-type: none"> • Does not meet the definition of “safe”. • Cannot be safely placed in the community. • Behavioral needs cannot be met with current resources. • Would disrupt the human-animal bond by injuring children, other pets and other people. • Cannot live in harmony with other pets or people.

DEFINITIONS

Provocation = Teasing, tormenting, abusing, or assaulting the dog by a person or other dog. May also occur when the dog is experiencing physical pain due to illness or injury.

Aggression = Threat of harm to another individual involving snarling, growling, snapping, biting, barking or lunging. Encompasses a range of behaviors that usually begins with warnings and can culminate in an attack.

Safe = The animal has not exhibited behavior that is likely to result in severe injury or death to another animal or person.