

Supporting Dogs with Behavior Plans

SICSA Pet Adoption and Wellness Center



Joyce Voss, D.V.M., Ph.D.

Director of Veterinary Services and Animal Care

DOG ROUTINE

3 to 4 walks daily

At least 2 enrichment activities
separate from walks

3 or more playgroups weekly



Behavioral Interventions

- ✓ Extra enrichment and/or playgroups
- ✓ Basic obedience training
- ✓ Medications
- ✓ Behavior modification



Behavior Modification



1

Behavioral concern identified

2

Assessment and game plan

3

Training

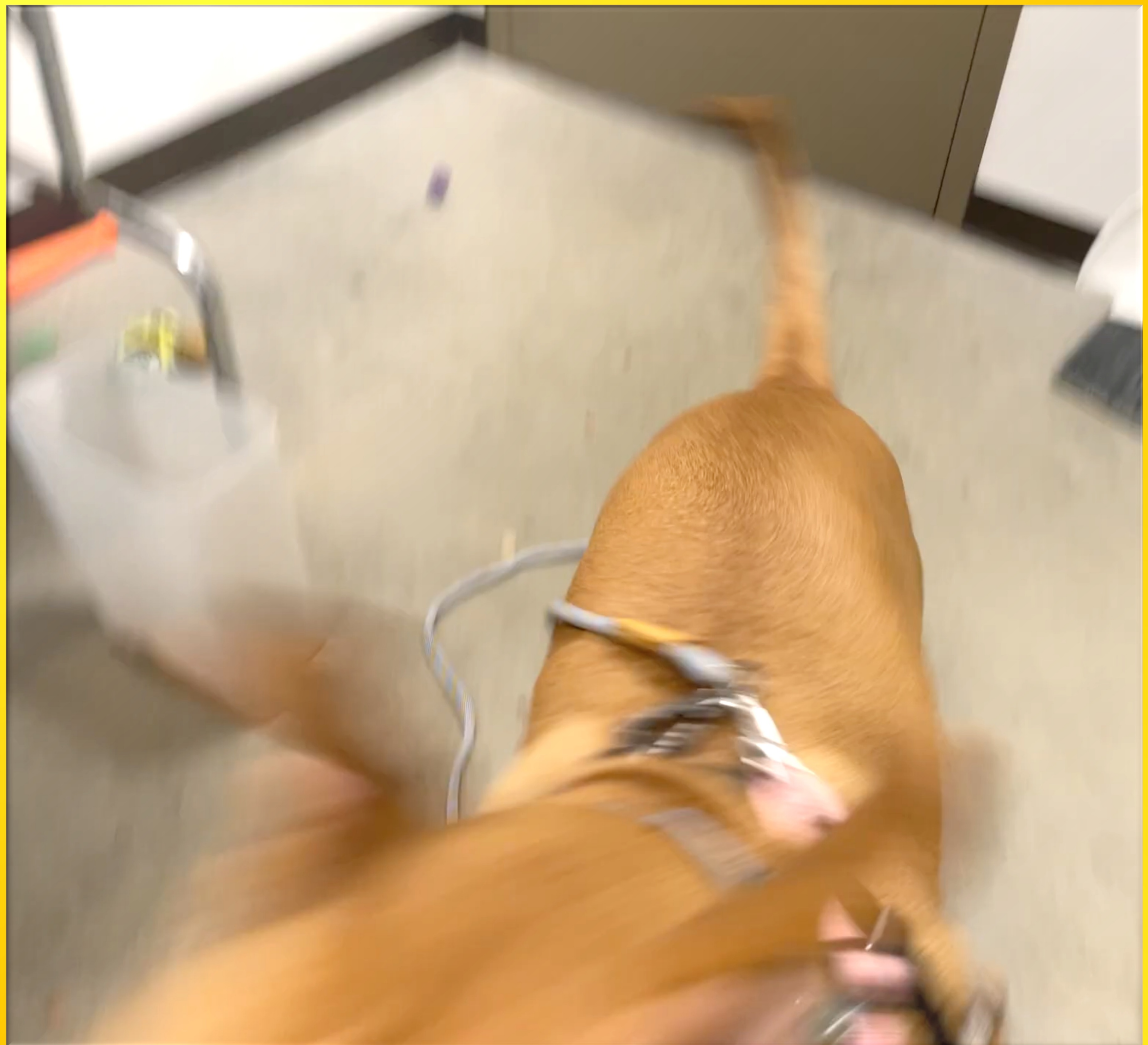
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Re-assess and new plan

Kiddles

3 year-old MN Pit Mix

- Rescue transfer
- 78 pounds of goofball
- Anxious and no manners
- Jumpy/mouthy b-mod

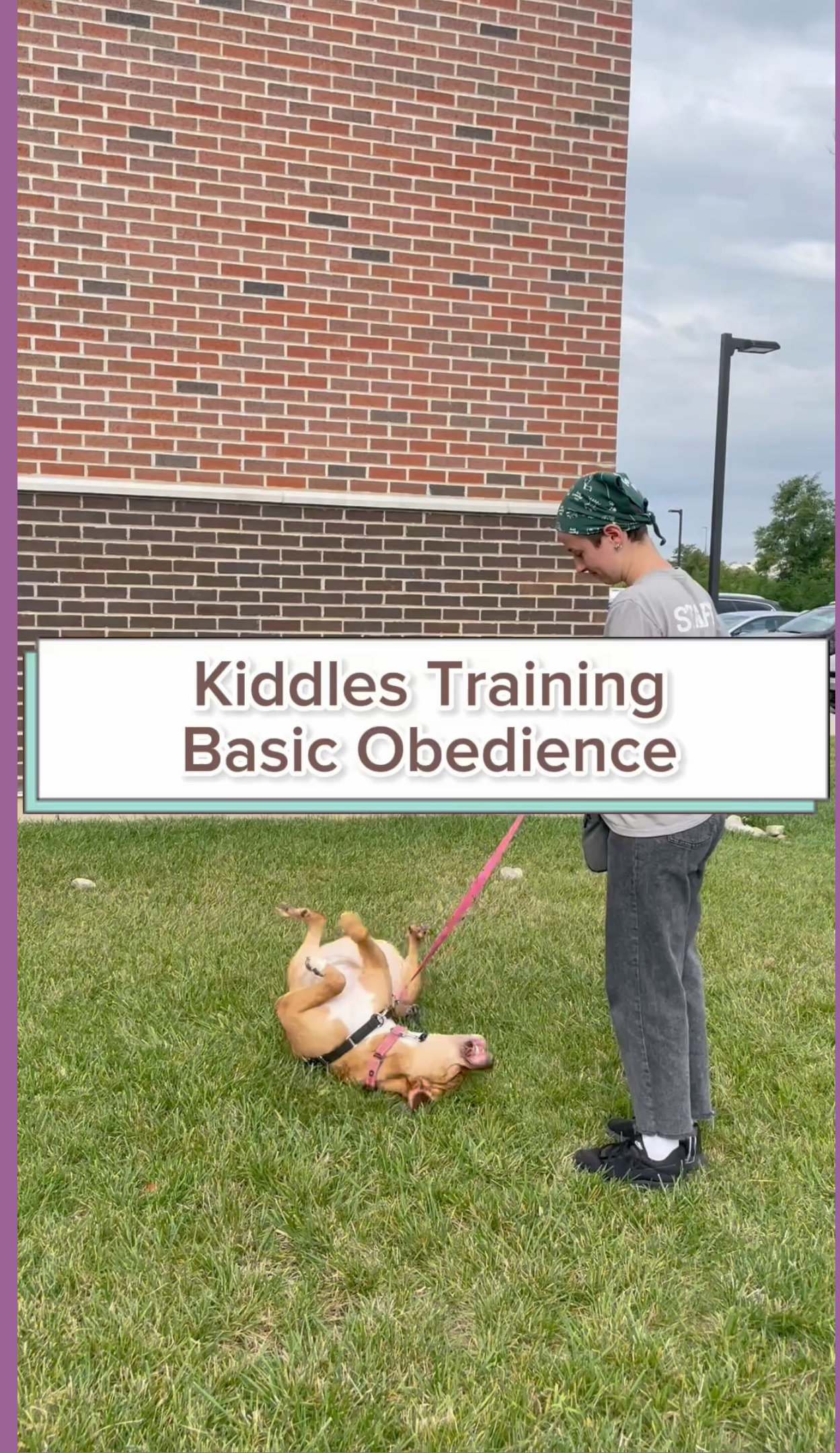


Behavior Modification Plan

Kiddles

Jumpy/Mouthy		
How will we reduce stress and prevent practicing the behavior?	Back Clip Harness	Using a back clip harness will prevent the leash from falling in the dog's face.
	Back tie to fence while training.	Back tie the dog to the fence in the yards while working with the dog. If they start jumping and mouthing, step out of their reach immediately. Once they calm down you can start training them again.
	Calm Handling Only	No rough play. Slow petting and puppy massage.
	Chain Leash	Makes biting leash less enjoyable
	Double Leash	Use two leashes for better control if dog bites one, drop and use other leash
	Food Puzzles	Interactive feeders provide mental stimulation/ expend energy
	Gentle Leader	Use a Gentle Leader while walking indoors and during training sessions. May be removed for BAT walks.
	Keep leash high on dog's neck behind their ears.	Keep the leash out of the dog's face and high on the neck to avoid the dog grabbing the leash.
	Kennel Placement	Changing location to avoid overstimulation/over-arousal
	Muzzle	Muzzle for all interactions and training sessions to prevent bites.
	Toys/treats during walks	Carry toy, treats offer dog the toy during leashing, walks
	Use EZ Walk Harness	Walk dog with EZ walk harness
How will we address the underlying cause of the behavior?	Basic Obedience	Helps build self confidence
	BAT Walks	Behavior Adjustment Training: Walking on a 15' long line outdoors. Allow the dog's nose to lead the way. releases energy
	Extra Exercise	Practice impulse control games during any interaction with the dog.
	Impulse Control Games	
	Playgroup	Expend energy, practices inhibition and self-control during excitement.
	Protocol for Relaxation	Practice Protocol for Relaxation beginning in the Groom Room and then move training to other areas of the building and outdoors.
	Quiet time/Nothing Exercise	Practice in an area without triggers. Encourage/reward quiet behavior.

	Reactivity Training Sessions	Reactivity training with dog's trigger.
	Real World Training Say Please!	Offsite field trips to parks or dog friendly stores to practice basic manners and socialization. Teach the dog to sit for every interaction with humans. Pets, treats, feedings, toys, fetch...etc...
	Scent Training	Allow the dogs to practice their scent skills by setting up scent trials in and around the shelter.
	Treat Trail	Use treats on the ground to lead the dog back to their kennel. Put a jackpot in their kennel to give the dog something to look forward to when they arrive.
What alternate and desirable behaviors will we teach?	Controlled Tug Take It/Drop It	Use impulse control exercises to indicate when dog should "take the toy", "leave the toy", or "drop the toy".
	Find It	Drop a treat on the ground and tell the dog to "Find it!"
	Hand Targeting	Teach dog to touch nose to your hand. Gradually move hand so dog has to move to touch it
	Leash Manners/LLW	Reward with treats and forward motion for loose leash. Reward when dog chooses to look at you.
	Leave It	Teaching the dog, the "Leave it" cue. They will turn towards the handler and away from objects when told to Leave it.
	Move away from trigger	If the dog sees a trigger (human, dog, cat), move away from the trigger and give the dog some space and time to calm down.
	Reward for noticing the trigger.	If the dog sees a trigger (human, dog, cat) and does not react, say "Yes!" and give them a treat.
	Say Please/NILF Program	The dog must perform a basic behavior cue such as sit, watch me, or touch before receiving rewards, pets, getting to go through a door etc...
	Trade Game	Practice self-control with two toys trading back and forth. Make dog sit, drop toy. Reward dog for looking at you.
	Watch Me	Teach dog to look at you. Practice in different situations gradually adding distractions.
What will we do if the problem behavior occurs?	Back tie to fence or other object	Slip the handle end of the leash through the links in the fence and pull it through. Alternately, wrap the leash around a pole or tree. Prevent the dog from reaching you.
	Clothes grabbing	Stand on leash. Make leash so short that dog can't jump up. Once he complies, ask for easy behavior and reward.
	Hard Mouthing	Remove yourself until dog calms down. You may use a tether to help during training sessions.
	Jumping/Mouthing	Stand still. Remove attention until dog settles down. Ask for easy behavior such as "sit", then reward.
	Leash Biting	Avoid playing tug with leash by dropping leash or using treats to lure dog in direction you want him to go.
	Pulling on Leash	Stop or stand still, wait for dog to put slack in leash or pivot in opposite direction. Give dog a treat for being at your side.
	Straight	With a short leash, hold your arms straight out in front of you. This should



Kiddles Training Basic Obedience

Kiddles: Assessment

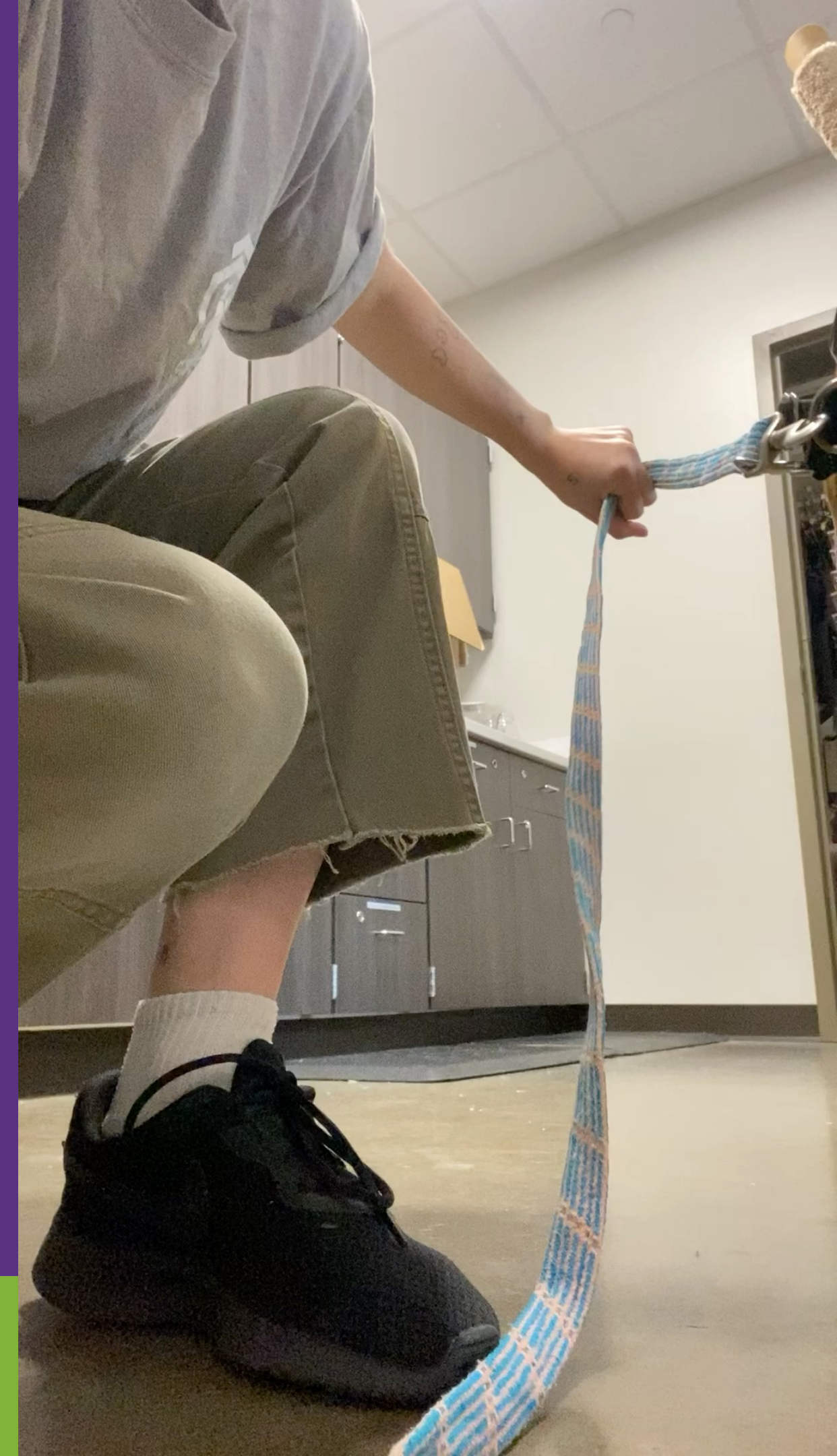


Assessment : SICSA Basic Obedience Test Items Date : 06/07/2023

Evaluation	Score	Notes
Loose Leash Walking - the handler takes the dog on a walk through cones, including right turn, left turn, about turn, and stop.	Maintenance - I'm a master at this! Keep the treats coming!	
Sit / Watch Me - the handler shows that the dog can sit and focus on handler.	Maintenance - I'm a master at this! Keep the treats coming!	
Down / Watch Me - the handler shows that the dog can lie down and focus on handler.	Maintenance - I'm a master at this! Keep the treats coming!	
Target - the dog can touch the hand with their nose 3 times.	Maintenance - I'm a master at this! Keep the treats coming!	
Impulse Game - the dog can lie down on a mat and patiently wait for 5-10 treats.	Maintenance - I'm a master at this! Keep the treats coming!	
Stay - the handler shows that the dog can sit or down on a mat while walking to the end of a 7-10 ft. line and return immediately.	Maintenance - I'm a master at this! Keep the treats coming!	

Assessment : Canine Good Citizen Test Items Date : 01/21/2023

Evaluation	Score	Notes
Accepting a friendly Stranger - Evaluator approaches and pretends to shake hands with handler (hands 6- 12" apart). Evaluator does not touch dog.	Generalization - I'm learning this in bunch of different locations and around distractions!	He would move to from a heel to a sit in front of me whenever Jenna tried to approach us (vd)
Sitting politely for petting - Evaluator pets dog; dog must show no shyness or resentment.	Generalization - I'm learning this in bunch of different locations and around distractions!	Kiddles is starting to sit when people approach him (vd)
Appearance and grooming - Evaluator inspects dog, combs or brushes lightly, examines ears and each front foot.	Fluency - I'm getting pretty good at this! Please help me practice!	Has not shown any signs of dislike - can touch ears and paws with no issue (vd)
Out for a walk - Handler takes dog for a short walk including right turn, left turn, about turn and stop.	Generalization - I'm learning this in bunch of different locations and around distractions!	Started learning a heel/loose leash walking. Commands 'here' and 'let's go' (1/22 - vd) Taken Kiddles outside a few times and practiced loose leash walking - did very well with High Value treats. (1/23 - vd)



Challenges



Dogs lingering in care



Shortage of dog behavior fosters



Reactive vs proactive assessments and interventions

Resources



Joyce Voss, D.V.M., Ph.D.
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SICSA Pet Adoption and Wellness Center
877 Washington Church Road
Washington Township, OH 45438
(937) 945-8900

DOG BEHAVIOR MODIFICATION PLANS

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	Playgroup Protocol for	Expend energy, practices inhibition and self-control during excitement.
		Practice Protocol for Relaxation beginning in the Groom Room and then

Dog B-Mods

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CAT BEHAVIOR MODIFICATION PLANS

Cat Shelter Anxiety	providing a kennel cover	add a kennel cover to prevent some visual stimulation
Increase environmental confidence	provide a hidey-hole	add a space-taker to the kennel or room to provide a place for the cat to safely hide in
	remove from kennel	determined cat has kennel anxiety and/or aggression so will need to be removed from a cage environment
Human accessibility	excessive soft eyes/slow blinks	exaggerate soft eyes and slow blinks to ensure cat knows you are attempting proper cat language upon interaction.
	lower wall boxes	Lower down the wall boxes and shelves so that the cat is unable to use them above human hand height. This will allow people to reach the cat for greetings and pets.
	use proper hand greeting	offer your hand and soft eyes each time you approach cat to allow cat to decide if they want touches
Positive association	treat + pet	offer a treat and hand pet to assimilate the two experiences into one positive one
	wand touching	use the end of a wand toy with a soft top to reach in the kennel to gently and softly stroke the cat's head, under chin and cheeks to learn positive association with human
Cat Fearful/hiding Plan	Co-housing	House cat with other friendly cat(s) who will help shy cat to gain confidence and demonstrate social behavior
How will we reduce stress and prevent practicing the behavior? (multiple choice)	Exposure	Give reduced hiding places, such as beds with sides, to expose cat more to environment while still making them feel safe.
	Go Slow	Go slow and use calming signals when entering and interacting with cat.
	Hiding Places	Give hiding places where cat can still see people.
	Room Placement	Keep cat in quiet room with minimum of activity outside the door.
How will we address the underlying cause of the behavior? (multiple choice)	Counter Condition to Entry	Associate opening the door and entering the room with good things by entering and giving a treat multiple times throughout the day.
	Counter Condition to People	Associate your presence and looking at you with treats by giving treats after you enter the room and each time the cat looks in your direction.

Cat B-Mods

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www.sicsa.org

SICSA Initial Behavior Assessment

Name: SICSA- Current Den: Blue Green Brown Grey BB TC

Type of Intake: Transfer Stray Return OS LOS in Current Kennel: Days

Assessor(s) Initials: Total # of Dogs in Den: 1 2 3 4 5 6 7 8

Date of Intake / Date of Assessment: Current Volunteer Handling Color: White Green Yellow Orange Blue Red

Notes from Intake: In Home Notes:

Current Medications: ACT / Volunteer Notes:

Purpose: Initial assessment is used to identify what the dog needs. Needs will range from dog to dog. Our goal is to welcome our new friends and provide them with what they need during their potentially difficult transition into the shelter as soon as possible. During the assessment, some of the things we are trying to identify are, but not limited to:

- if there are any initial behavior concerns?
- Do they need intervention?
- Best kennel placement?
- Best enrichment options?
- Do they need medication to help transition/potentially long term meds?
- Play style?
- Best practices for handling?
- Is a B-mod needed?

SCORE CATEGORY NEXT ASSESSMENT DATE

Behavior Assessment

TEMPLATE Canine LOS Checklist 2024

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
	Name	ID	Original Intake From	Most Recent Intake Date	Days Available	BQs	Handling Level	Intake Notes Entered	Photos Uploaded	If No Photos, Assign To:	Assessment Uploaded/Category Assigned	Positive Staff/Volunteer Notes	Fieldtrip/Overnight Getaway Eligible	Non-Generic Bio	Fine-tune/Personalize Bio	Personality/Fun Photos Assigned to:	Off-site Photos/Notes (SP, field trip, etc.)
1	Dog	1234	Stray/Owner/Transfer, etc.	1/2/2003	90+ days	0	Green/All	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	N/A	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Bob	<input checked="" type="checkbox"/>
2								<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
3								<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
4								<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>

Canine Length of Stay Checklist