

## SICSA Initial Behavior Assessment

<b>Name:</b> SIC-A-	<b>Current Den:</b> Blue Green Brown Grey BR TC		
<b>Type of Intake:</b> Transfer Stray Return OS	<b>LOS in Current Kennel:</b> Days		
<b>Assessor(s) Initials:</b>	<b>Total # of Dogs in Den:</b> 1 2 3 4 5 6 7 8		
<b>Date of Intake / Date of Assessment:</b> <table border="1" style="width: 100%; height: 20px;"> <tr> <td style="width: 50%;"></td> <td style="width: 50%;"></td> </tr> </table>			<b>Current Volunteer Handling Color:</b> White Green Yellow Orange Blue Red
<b>Notes from Intake:</b> <table border="1" style="width: 100%; height: 60px;"> <tr> <td></td> </tr> </table>		<b>In-Home Notes:</b> <table border="1" style="width: 100%; height: 60px;"> <tr> <td></td> </tr> </table>	
<b>Current Medications:</b> <table border="1" style="width: 100%; height: 60px;"> <tr> <td></td> </tr> </table>		<b>ACT / Volunteer Notes:</b> <table border="1" style="width: 100%; height: 60px;"> <tr> <td></td> </tr> </table>	

**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 concern's
- \* 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** \_\_\_\_\_

An assessment of 7 categories will be performed upon arrival. The initial assessment will be done within 48 hours after arrival at SICSA. It will be completed by either: the Canine Behavior Specialist, Canine Behavior Coordinator, or a Canine ACT II. The scoring ranges from 0-134. The lower the score, the least intervention is needed.

## Behavior Assessment Checklist

Dog's Name: \_\_\_\_\_

Assessment Date:		Score:	Category:	Recheck Date:	Notes / Date Completed:
YES	NOT YET	DOES NOT NEED	ALREADY DONE	Playgroups / Outings	Category 2
YES	NOT YET	DOES NOT NEED	ALREADY DONE	Extra Enrichment	Category 2
YES	NOT YET	DOES NOT NEED	ALREADY DONE	Assign Paw Pal	Category 3
YES	NOT YET	DOES NOT NEED	ALREADY DONE	Path Plan	Category 3
YES	NOT YET	DOES NOT NEED	ALREADY DONE	Meds for FAS	Category 3
YES	NOT YET	DOES NOT NEED	ALREADY DONE	Training Plan	Category 4
YES	NOT YET	DOES NOT NEED	ALREADY DONE	Emergency Foster Plea	Category 4
YES	NOT YET	DOES NOT NEED	ALREADY DONE	Adoptability Guidelines	Category 5

Assessment Date:		Score:	Category:	Recheck Date:	Notes / Date Completed:
YES	NOT YET	DOES NOT NEED	ALREADY DONE	Playgroups / Outings	Category 2
YES	NOT YET	DOES NOT NEED	ALREADY DONE	Extra Enrichment	Category 2
YES	NOT YET	DOES NOT NEED	ALREADY DONE	Assign Paw Pal	Category 3
YES	NOT YET	DOES NOT NEED	ALREADY DONE	Path Plan	Category 3
YES	NOT YET	DOES NOT NEED	ALREADY DONE	Meds for FAS	Category 3
YES	NOT YET	DOES NOT NEED	ALREADY DONE	Training Plan	Category 4
YES	NOT YET	DOES NOT NEED	ALREADY DONE	Emergency Foster Plea	Category 4
YES	NOT YET	DOES NOT NEED	ALREADY DONE	Adoptability Guidelines	Category 5

Assessment Date:		Score:	Category:	Recheck Date:	Notes / Date Completed:
YES	NOT YET	DOES NOT NEED	ALREADY DONE	Playgroups / Outings	Category 2
YES	NOT YET	DOES NOT NEED	ALREADY DONE	Extra Enrichment	Category 2
YES	NOT YET	DOES NOT NEED	ALREADY DONE	Assign Paw Pal	Category 3
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YES	NOT YET	DOES NOT NEED	ALREADY DONE	Emergency Foster Plea	Category 4
YES	NOT YET	DOES NOT NEED	ALREADY DONE	Adoptability Guidelines	Category 5

Assessment Date:		Score:	Category:	Recheck Date:	Notes / Date Completed:
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YES	NOT YET	DOES NOT NEED	ALREADY DONE	Assign Paw Pal	Category 3
YES	NOT YET	DOES NOT NEED	ALREADY DONE	Path Plan	Category 3
YES	NOT YET	DOES NOT NEED	ALREADY DONE	Meds for FAS	Category 3
YES	NOT YET	DOES NOT NEED	ALREADY DONE	Training Plan	Category 4
YES	NOT YET	DOES NOT NEED	ALREADY DONE	Emergency Foster Plea	Category 4
YES	NOT YET	DOES NOT NEED	ALREADY DONE	Adoptability Guidelines	Category 5

Below you will find the scoring chart that will result from the assessment. Scores from each category will be added up to reveal the dog's final score. This score will place them into a category that will decide the best course of action.

0-26	Category 1	No real concerns, simple adoption expected; provide regularly scheduled accommodations
27 - 44	Category 2	Mild to manageable concerns. <i>Playgroups, Outings, Extra Enrichment</i>
45 - 70	Category 3	Some or all may be needed: Meds for FAS, Playgroups, Outings, Extra Enrichment, <i>Assign Paw Pal, Path Plan</i>
71 - 104	Category 4	Some or all may be needed: Meds for FAS, Training Plan, Assign Paw Pal, Path Plan, <i>Emergency Foster Plea</i>
105 - 134	Category 5	Some or all may be needed: Meds for FAS, Training Plan, Foster, Emergency Foster Plea, <i>Adaptability Guidelines</i>

#### Re-Assessment Schedule:

Based on their assigned category, dogs will get reassessed on a schedule. For Category 3 Re-assessments can focus on the main areas of concern until stable and consistent. Once behavior is consistent for 10 days, a full re-assessment may be completed.

Category 1	30 Days	Category 2	14 Days	Category 3	7 Days	Category 4	5 Days	Category 5	2 Days
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#### Assessments Notes and Recommendations:

Overall Score Total:          / 134 *(Completed During Intake / Wellness Exam)* Score Total:          / 21

Basic Information	0	1	2	3	4	Notes
<b>Length of Stay</b>	Less than 30 Days	30 - 59 Days	60 - 89 Days	90 Days - 1 Year	1+ Years	
<b>Dog Type</b>	Under 26 lbs	Highly desirable due to breed / appearance	26 - 59 lbs	60+ lbs, or Bully Breed		
<b>Age</b>	6 months or less	6 months to 1 year	1 - 7 years	8+ years		
<b>Health</b>	No signs / symptoms of long term health concerns	Conditions such as allergies, periodontal disease, etc...	Blind, deaf, cancer, etc.	Cost to Maintain		
<b>General Body Handling</b>	Accepts any handling (feet ears, tail, mouth, etc.)	Allows some handling, but resistant in some ways		Freeze/panics when handled, avoids touch	Unable without sedation (growls, lunges, bites)	
<b>Vet Body Handling</b>	Accepts any handling (feet ears, tail, mouth, etc.)	Allows some handling, but resistant in some ways	Freezes when handled	Requires light sedation or anxiety medications to handle	Unable without full sedation (growls, lunges, bites)	

*(Completed During Daily Rounds)* Score Total:          / 16

Kennel Behavior	0	1	2	3	4	Notes
<b>Condition of Kennel</b>	Appears set up, just mildly lived in (possible urine or BM may be present)	Bedding is bunched, bowls moved or flipped	Bedding/toys destroyed, feces spread around kennel	Signs of injury from anxiety (blood on kennel floor or walls)	Unable to stay in kennel; Can escape	
<b>Location in Kennel</b>	Front of the kennel with all fours on the floor	Laying on bed OR back of the kennel; Comes to the front with loose body language when called	Laying on bed OR back of the kennel; Does not respond when called	Laying on bed OR back of the kennel; Comes to the front tense / agitate when called	Front of the kennel; Growling, fixating, showing teeth, barking, lunging	
<b>Approaching the Kennel</b>	Loose and wiggly, neutral body positioning, eyes, ears, tail relaxed	Standing with loose body language but jumping	Constant movement; climbing, jumping against kennel walls, spinning in circles	Raised hackles, high wagging tail, stiff stature-movements, fixation, narrow eyes and hard staring	Growling, fixating, showing teeth, barking, lunging	
<b>Body Language</b>	Loose and wiggly, neutral body positioning, eyes, ears, tail relaxed	Tail tucked, ears flattened, lip licking, yawning, avoiding eye contact	Constant movement; climbing, jumping against kennel walls, spinning in circles	Raised hackles, high wagging tail, stiff stature-movements, fixation, narrow eyes and hard staring	Growling, fixating, showing teeth, barking, lunging	



(Completed by ACTs, Staff, and Volunteers) Score Total: \_\_\_\_\_ / 16

Leashing / Walking	0	1	2	3	4	Notes
<b>Leashing</b>	Can enter kennel and clip leash with no issues	Can enter kennel, but dog jumps and mouths OR cage darts	Slip lead from outside of the kennel and return with figure 8	Snapping at leash, head whipping, needs two people	Unable to leash OR needs a drag line	
<b>Leash Walking</b>	Walks next to handler	Dog pulls handler, but can be corrected	Pulls handler where it wants to go	Unable to walk; Pancakes and needs picked up	Unable to progress forward; Dog is leash-biting or jumping	
<b>Exiting Kennel</b>	Readily comes out of kennel and takes cues	Leaves kennel and immediately tries bolting	Will not leave kennel without being coaxed with treats/baby talk	Leaves kennel and immediately starts mouthing or jumping	Will not exit kennel without significant effort	
<b>Returning to Kennel</b>	Readily goes into kennel	Enters kennel and immediately tries bolting	Will not enter kennel without being coaxed with treats/baby talk	Enters kennel and starts mouthing or jumping	Will not go into kennel without significant effort	

(Completed by ACTs, Staff, and Volunteers) Score Total: \_\_\_\_\_ / 19

Play Yard Behavior	0	1	2	3	4	Notes
<b>Initial Entry</b>	Inquisitive and independently explores	Avoids handler and only approaches handler when coaxed	Paces, pants, or vocalizes unless specifically redirected	Becomes overstimulated and mouthy / jumpy; Unable to redirect	If approached; Growling, fixating, showing teeth, barking, lunging	
<b>Body Language</b>	Loose and wiggly, neutral body positioning, eyes, ears, tail relaxed	Tail tucked, ears flattened, lip licking, yawning, avoiding eye contact		Raised hackles, high wagging tail, stiff stature-movements, fixation, narrow eyes and hard staring	Growling, fixating, showing teeth, barking, lunging	
<b>After time to decompress</b>	Lays down comfortably when not being interacted with	Ready to play with toys / fetch OR receive attention	Constantly paces, pants, or vocalizes - can't be redirected or distracted	Becomes overstimulated and mouthy / jumpy; Unable to redirect	Growling, fixating, showing teeth, barking, lunging	
<b>General Body Handling</b>	Accepts any handling (feet ears, tail, mouth, etc.)	Allows some handling, but resistant in some ways	Freeze/panics when handled, avoids touch	Unable without sedation (growls, lunges, bites)		
<b>Reaction to other dogs (in yards OR walking past)</b>	No reaction	Acknowledges dog, but indifferent	Excitable when sees dog, but can be redirected	Hyperfocused, but can be redirected	Hyperfocused, unable to redirect	

(Completed by Behavior Team) Score Total: \_\_\_\_\_ / 19

Quiet Room Behavior	0	1	2	3	4	Notes
<b>Initial Entry</b>	Inquisitive and independently explores	Avoids handler and only approaches handler when coaxed	Paces, pants, or vocalizes unless specifically redirected	Becomes overstimulated and mouthy / jumpy; Unable to redirect	If approached; Growling, fixating, showing teeth, barking, lunging	
<b>Body Language</b>	Loose and wiggly, neutral body positioning, eyes, ears, tail relaxed	Tail tucked, ears flattened, lip licking, yawning, avoiding eye contact		Raised hackles, high wagging tail, stiff stature-movements, fixation, narrow eyes and hard staring	Growling, fixating, showing teeth, barking, lunging	
<b>After time to decompress</b>	Lays down comfortably when not being interacted with	Ready to play with toys / fetch OR receive attention	Constantly paces, pants, or vocalizes - can't be redirected or distracted	Becomes overstimulated and mouthy / jumpy; Unable to redirect	Growling, fixating, showing teeth, barking, lunging	
<b>General Body Handling</b>	Accepts any handling (feet ears, tail, mouth, etc.)	Allows some handling, but resistant in some ways	Freeze/panics when handled, avoids touch	Unable without sedation (growls, lunges, bites)		
<b>Reaction to random sounds and quick movements</b>	No reaction	Acknowledges sound, but indifferent	Fearful OR Excitable when hearing the sound, but can be redirected	Hyperfocused, but can be redirected	Hyperfocused, unable to redirect	

(Completed by Behavior Team) Score Total: / 16

Socialbility	0	1	2	3	4	Notes
<b>Approachability</b>	Freely approaches handler	Only approaches when coaxed	Won't even come when coaxed	Growls when approached	Lunges if approached	
<b>Response to verbal and physical attention</b>	Leans into it	Initially hesitant, but later accepts and seeks it	Accepts it, but seems tense	Tries to get away; Avoids humans	Growling, fixating, showing teeth, barking, lunging	
<b>Jumpy / Mouthy</b>	None	Present when exiting and returning to kennel, but stops once out and walking	Present, but easily redirected with cues, toys, attention, etc.	Constant unless redirected; Will start mouthing when redirection is gone	Constant; Can't be redirect; Concerned about safety	
<b>Mounting</b>	None	Present when exiting and returning to kennel, but stops once out and walking	Present, but easily redirected with cues, toys, attention, etc.	Constant unless redirected; Will start mounting when redirection is gone	Constant, can't be redirected	

(Completed by Behavior Team) Score Total: / 12

Unfamiliar People	0	1	2	3	4	Notes
<b>Seeing unfamiliar people</b>	Loose and wiggly, neutral body positioning, eyes, ears, tail relaxed	Starts fearful, but quickly relaxes and becomes loose and wiggly	Tail tucked, ears flattened, lip licking, yawning, avoiding eye contact	Raised hackles, high wagging tail, stiff stature-movements, fixation, narrow eyes and hard staring	Growling, fixating, showing teeth, barking, lunging	
<b>Approached by unfamiliar people</b>	Loose and wiggly, neutral body positioning, eyes, ears, tail relaxed	Starts fearful, but quickly relaxes and becomes loose and wiggly	Tail tucked, ears flattened, lip licking, yawning, avoiding eye contact	Raised hackles, high wagging tail, stiff stature-movements, fixation, narrow eyes and hard staring	Growling, fixating, showing teeth, barking, lunging	
<b>Handled by unfamiliar people</b>	Loose and wiggly, neutral body positioning, eyes, ears, tail relaxed	Starts fearful, but quickly relaxes and becomes loose and wiggly	Tail tucked, ears flattened, lip licking, yawning, avoiding eye contact	Raised hackles, high wagging tail, stiff stature-movements, fixation, narrow eyes and hard staring	Growling, fixating, showing teeth, barking, lunging	

(Completed by Behavior Team) Score Total: / 36

OTHER	0	1	2	3	4	Notes
<b>Bite History</b>	No Bites	<b>Level 2 Bite History</b> Has bitten, but not broken skin; Has bitten and scraped/nicked skin with no punctures	<b>Level 3 Bite History OR Over-arousal</b> Has bitten and broken skin; Single bite with shallow wounds	<b>Level 4 Bite History</b> Single bite with deep wounds; requires medical attention or stitches; Multiple bites; latching; shaking	Multiple Incidents	
<b>In-Home Notes</b>	No in-home notes available	Potty accidents or boredom behaviors (destroying toys, getting into trash, etc.)	Minor/moderate anxiety in the home (barking, chewing, etc.) Early warning signs of resource guarding (stiffening, growling, whale eyeing, etc.)	Severe destructive behaviors (chewing furniture, carpeting, door, walls, etc.), Severe anxiety (not recommended to be left alone for long. Crating/medication does not help)	Advanced resource guarding (may include bite history with humans or other pets). Has killed/injured other non-canine companions (cats, pigs, goats, chickens, etc.)	
<b>Adoption / Slumber Party Return</b>	None	1 Return	2 Returns	3 Returns	4+ Returns	
** Pet Incomptabilities: over-arousal, conflicts with animals in house, destructive ** Person Incomptabilities: moving, employment issues, allergies, etc.						
<b>Resource Guarding</b>	None	Stiffens or growls when approached with high-value resource, but does not try to bite	Will lunge or bite to guard high-value resource	Will lunge or bite to guard any resource		