



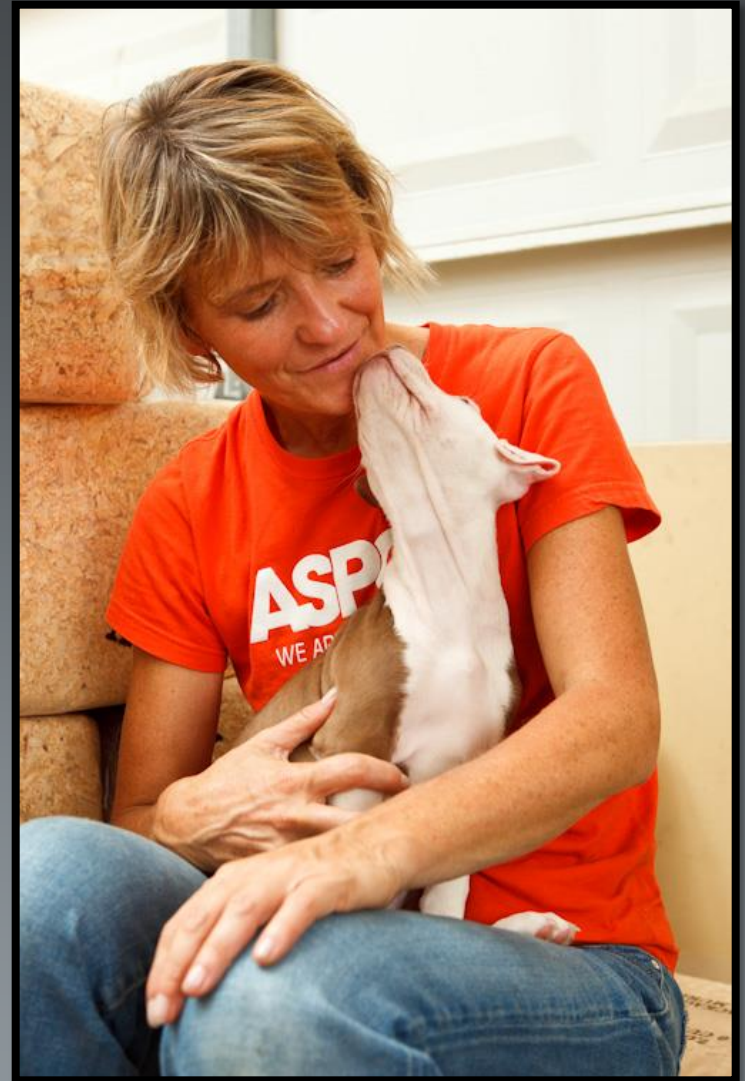
# The Role of Animal Behavior in Shelters

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**ASPCA Anti-Cruelty  
Behavior Team**

**and**

**ASPCA Behavioral  
Rehabilitation Center**









**Seizure / Handling**

**Evaluations**

**Enrichment,  
Socialization,  
Rehabilitation**

**Placement,  
Adoption**

**Supporting  
Evidence for  
Prosecution**





**Why  
Evaluate?**





- ◆ Identify aggressive dogs
- ◆ Assess quality of life
- ◆ Profile personality
- ◆ Identify rehabilitation needs
- ◆ Match for adoption

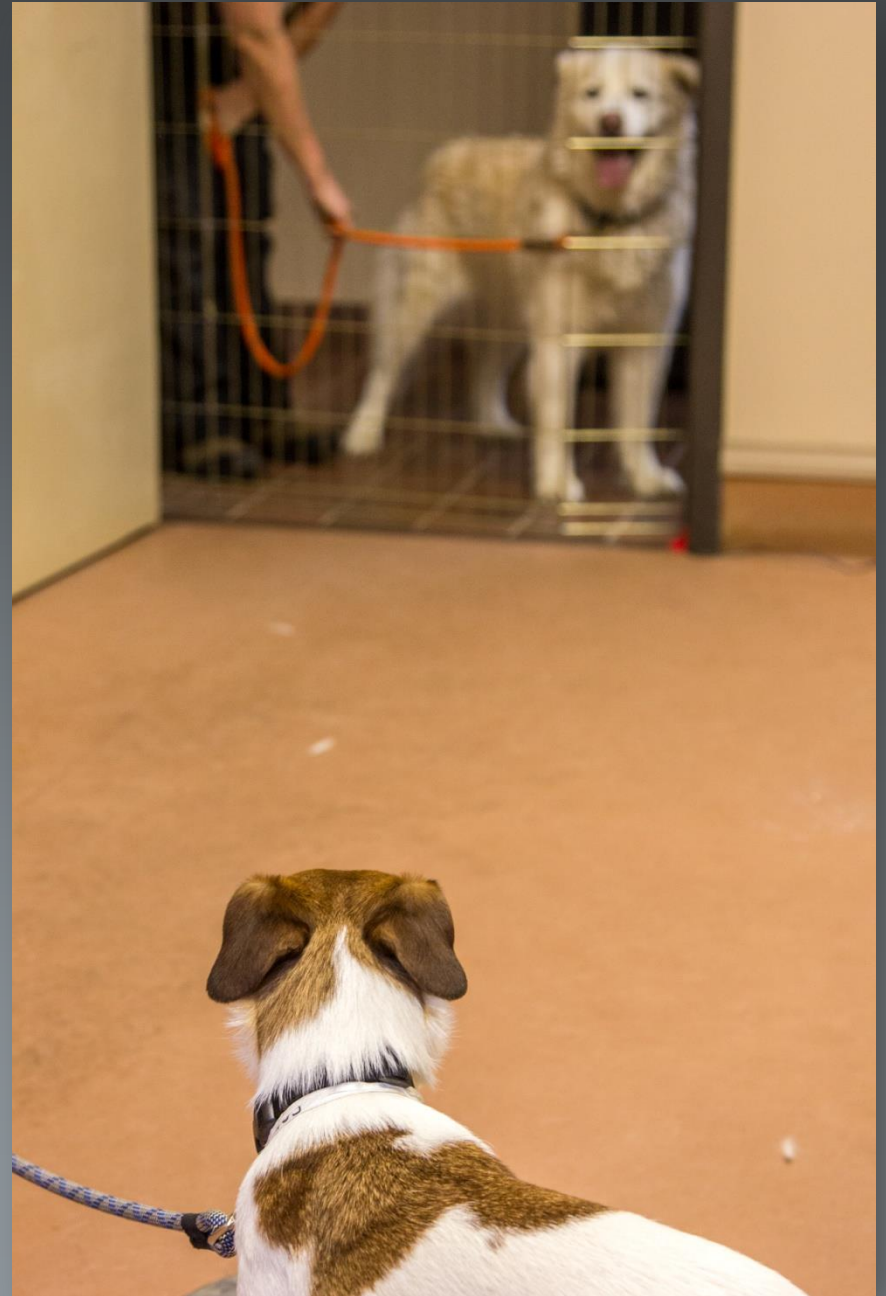




- 
- A woman with dark hair tied back, wearing a grey t-shirt, is smiling and looking down at a small white dog. She is holding the dog in a grey harness. The dog is looking towards the camera. The background shows a kitchen or utility area with wooden cabinets and a countertop.
- ◆ Sociability
  - ◆ New environment
  - ◆ Handling
  - ◆ Playfulness



- ◆ **Resource guarding**
- ◆ **Toddler doll**
- ◆ **Dog sociability**





◆ **Fear tests**

◆ **Training & problem solving**



**What makes a good behavior evaluation?**



- ◆ Inter-tester
- ◆ Intra-tester
- ◆ Test-retest







◆ **Content Validity**

◆ **Predictive Validity**



# Valsecchi *et al.* (JVB, 2011)





- ◆ **163 dogs evaluated**
- ◆ **Evaluated 20+ days post-admission**
- ◆ **Tested 40 days later**
- ◆ **Tested in home 4 mo post-adoption**
- ◆ **Revealed four personality factors:**
  - ◆ **Human sociability**
  - ◆ **Dog sociability**
  - ◆ **Playfulness**
  - ◆ **Docility on leash**



◆ Practicality





◆ Sternberg's Assess-a-Pet

◆ ARL Boston Match-Up II

◆ ASPCA SAFER

Dog Name: \_\_\_\_\_ Date: \_\_\_\_\_ ID #: \_\_\_\_\_

Handler: \_\_\_\_\_

Recorder: \_\_\_\_\_

4. Handling	Person		Body		Tail		Mouth		Vocalizations	
<b>Feet</b>	Lick Person	Fr 3	<b>Cower</b>	Fe 3	Wag Tail	Fr 2	Lip Lick	Fe 1	Whine	NA
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.	Nudge Hand	Fr 3	<b>Tremble</b>	Fe 3	Tuck Tail	Fe 2	<b>Hard Mouth Person</b>	E 3	Bark	E 1
	<b>Jump Up on Person</b>	Fr 3 E 2	Crouch	Fe 2			<b>Grab Clothes</b>	E 3	<b>Growl</b>	A 2
	Sniff Person	Fr 1	Lie Down/ Lie on Side	Fe 2	Ears		<b>Soft Mouth Person</b>	E 2	Yelp	NA
	Back Away from Person	Fe 1	Roll on Back	Fe 2	Ears Back	NA	Grab Leash	E 2		
	<b>Mount Person</b>	E 3	Jump Up (not on person)	E 1			<b>Inhibited Bite</b>	A 3	Other	
	Approach Person	NA	<b>Head Whip</b>	A 2			<b>Uninhibited Bite</b>	A 3	Dog Sat for Sub-Test	NA
			Stiff	A 1			<b>Show Teeth</b>	A 2	Dog would not Sit or Stand, Sub-Test Discontinued	NA
							<b>Snap</b>	A 2		
<b>Comments:</b>										

**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	
<b>Part 1: Ball</b>	Back Away from Toy (without toy)	Fe 1	<b>Jump Up On Person</b>	Fr 3 E 2	Wag Tail	Fr 2	Lip Lick	Fe 1	Whine	NA
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 dog returns.	Bring Toy Back	P 3	Approach Person	NA	Tuck Tail	Fe 2	<b>Hard Mouth Person</b>	E 3	Bark	E 1
	Pick Up Toy in Mouth	P 2					<b>Grab Clothes</b>	E 3	<b>Growl</b>	A 2
	Approach Toy When Thrown	P 1			Body	Ears	<b>Soft Mouth Person</b>	E 2	Play Growl	NA

**Personality Scores Subtotal for Sub-test 5.1**

Friendliness Highest	
Fearfulness Highest	
Excitability Highest	







## item 2 – sensitivity:

	Dog leans into the Assessor, eyes soft or squinty, soft and loose body, open mouth. [Enter "1"]
	Dog stands still and accepts the touch, his eyes are averted, and his tail is in neutral position with relaxed body posture. Dog's mouth is likely closed for at least a portion of the assessment item. [Enter "1"]
	Dog displays high energy and movement, but it is directed toward getting closer to the Assessor. His body is soft, likely panting, may jump up between attempts to lick Assessor. [Enter "2"]
	Dog is active and focused on the Assessor and all other stimuli available. His body is soft, likely panting, likely to display high movement between attempts. [Enter "2"]
	Dog stands still and accepts the touch, his eyes are averted, his tail is between his legs, body stiff, mouth closed, lip long, ears likely back, may lip lick. [Enter "2"]
	Dog repeatedly turns toward the Assessor's hand, with loose body and open mouth, mouths the hand, but does not apply pressure. Or, dog licks hands while lips are long. [Enter "2"]
	Dog is not fearful and is struggling to get away. The dog is not focused and is in constant movement, unconnected to the Assessor. [Enter "3"]
	Dog stands tall and square. His tail perpendicular to spine, mouth closed for the majority of assessment item. [Enter "3"]
	Dog repeatedly turns toward the Assessor's hand with a very fast head movement. If able, he muzzle punches the hand. His body is stiff and he has a closed mouth with a short lip. [Enter "4"]
	Dog freezes, growls or tries to bite. [Enter "5"]
<p><b>If aggression is noted</b>, use the checklist below to evaluate the dog's response. You can use this information to help best guide the behavior team regarding potential behavior modification and management (see guide for protocols).</p>	
<input type="checkbox"/> Body stiff <input type="checkbox"/> Freeze <input type="checkbox"/> Tail up <input type="checkbox"/> Tail down	<input type="checkbox"/> Eyes hard <input type="checkbox"/> Ears back <input type="checkbox"/> Ears forward <input type="checkbox"/> Vocalizes <input type="checkbox"/> Dog growls <input type="checkbox"/> Exposes teeth <input type="checkbox"/> Snaps no contact <input type="checkbox"/> Attempts to bite

*Behaviors observed before, during or after the item:*

## Resource Guarding Test - Part 1

### Food Bowl

	TB	TN	TF	PF	TB = Touch Body TN = Touch Neck	TF = Touch Face PF = Push Face
+	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Remains relaxed.</b> Eats at the same pace, looks at tester or hand and/or moves away from bowl.	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Leaves bowl to interact with tester.</b> May lick or playfully nip at the Assess-a-Hand or tester.	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Eats but seems nervous.</b> Crouched posture, tail down/tucked. Might watch people in room while eating. Might flinch, turn to look at hand or stop eating when touched. No guarding behavior.	
	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<b>Mild guarding—not stiff/rigid.</b> Resists being pushed out of bowl, hunkers over it, picks it up and moves away and/or eats more quickly but does not escalate. No aggression.	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Stops eating—fearful.</b> Shrinks away from the bowl or Assess-a-Hand, extremely frightened (tucks tail, flinches, yelps/cries, urinates and/or tries to run away).	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<b>Becomes stiff/rigid—no escalation.</b> Gives hard stare, freezes, hunkers down over bowl and/or eats more quickly but does not escalate when pushed.	
!	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Becomes stiff/rigid—threatens.</b> Lifts lip or growls, may raise hackles and/or give "hard eye."	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Becomes stiff/rigid—bites.</b> Tries to bite or bites the Assess-a-Hand. May chase after tester.	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Too fearful.</b> Dog is afraid in general and does not eat. [Re-evaluate]	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Not interested.</b> Dog isn't afraid but does not eat. [Re-evaluate]	
<b>Skipped</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					<b>Comments</b> <div style="border: 1px solid black; padding: 5px; min-height: 40px;">           Hunkers down and eats faster.         </div>	



**1 minute to explore  
the area**





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# Evaluator Training





**Why we do the things we do**

**ASPCA**<sup>®</sup>  
WE ARE THEIR VOICE.™

CASE # 2011-126  
HALIFAX CO. VA  
April 20, 2011

Animal ID# 25

**Puppy Evaluations**



# Sociability





- **Play session with littermate**

- **Play session with unfamiliar puppy**

- **Play session with puppy model**



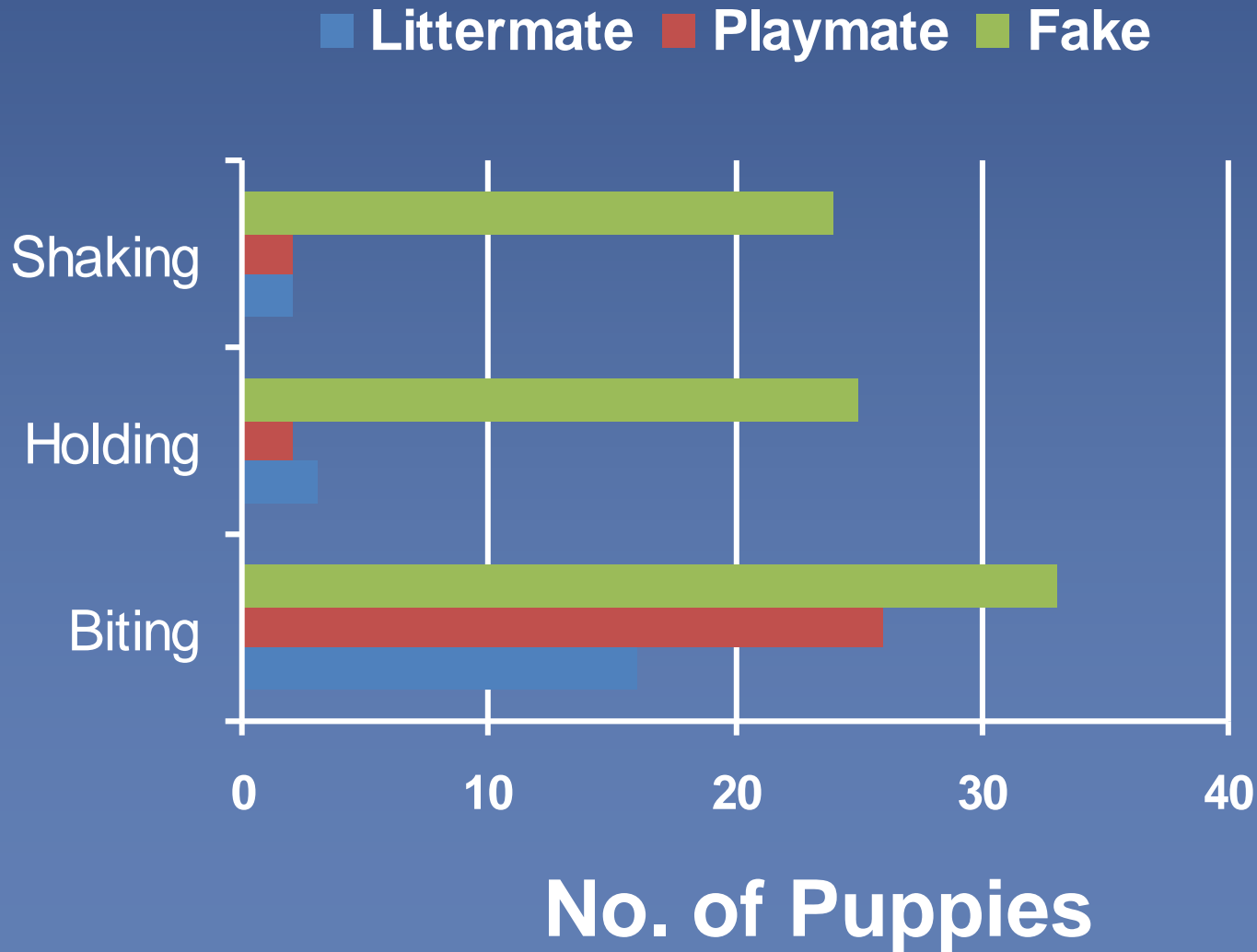








# Targets of Predatory Motor Patterns





# Evaluating Fear





# Cat Behavior Evaluations





# Feline-ality









223



98



329



112

Save

Adjectives

Evaluation Summary

Partner Forms

Adoption Profiles

Exit

Intro 1) Approach and Greet 2) Call Cat 3) Solicit Play 4) Stroke w/Rod 5) Extend Hand 6) Stroke w/Hand 7) Pick Up 8) Handle Body 9) Rating Scales Table

Evaluator Sharon Wirant

# ASPCA®

BEHAVIOR RULES!



223



98



329



112

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Exit

Intro 1) Approach and Greet 2) Call Cat 3) Solicit Play 4) Stroke w/Rod 5) Extend Hand 6) Stroke w/Hand 7) Pick Up 8) Handle Body 9) Rating Scales Table

### Approach and Greet

Approach the front of the cat's kennel or cage while speaking to the cat in a soft, normal tone of voice. Once directly in front of the enclosure, observe the cat's response to your presence through the closed kennel/cage door for about 10-15 seconds.

223	98	329	112	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Acceptable</b>
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> At the front of the enclosure, solicits attention by rubbing, chirping, etc.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Comes to the front of the cage after you encourage.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Does not approach but meows, chirps or blinks.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Watches but does not approach, not tense.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/> Retreats, but not tense.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Remains asleep or otherwise not attentive to the observer.
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<b>Red Flag</b>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Stays where s/he is, body tense.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Retreats / Avoids, body tense.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Unacceptable</b>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Hisses, growls, spits.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Swats / attempts to swat.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Bites / attempts to bite.

Cat 1 Comments:

Cat 2 Comments:

Cat 3 Comments:

Cat 4 Comments:





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VOICE™**