ASPCApro.org



ASPCA Feline Spectrum Assessmentsm

Scoring



Scoring Sheets

GREET: Stand 1 foot in front of cage, body slightly angled, making indirect eye contact. Hold hand out, paim up, then speaks a "baby talk" phrase. Example phrase, "Hi Kitty. Whatcha doin"! What a pretty kitty...whatcha doin"! Come here." CRACK DOOR: Stand 1 foot in front of cage, making indirect eye contact, body slightly at an angle but still facing the cat. Place hand on or near handle of the cage door and say, "Hi, Kitty!" in a friendly, soft voice. Hand is held on the handle for 30 seconds. Crack door open 1-2 inches then immediately clase.

TOY: Stand 1 ft in front of the cage, body slightly angled, making indirect eye contact. A string attached the pole is threaded through the cage bars and jiggled just inside the door of the cage to coax the cat to play for 30 seconds. Wand: Stand in front of cage, body angled, indirect eye contact. Slowly extend wand to cat thru bars. When 2-3 in from face, allow cat to sniff (5 sec). Try to pet on cheek (10 sec). Put wand 2-3 in from face to allow sniffing again (5 sec). Try to pet on cheek (10 sec). Trace wand along side of neck to top of shoulders then apply pressure (10 sec).

A: GREET						
Play						
Touch						
Rub						
Chirp						
Knead		1				
At front of	Γ					
cage	1 -					
Reach			0			
Show		П	0			
underside			0			
Sniff			0			
Approach			0			
# Checked:						

B: CRACK D	OOR			L
Play		I		t
Touch		T		
Rub		Γ		
Chirp		T		
Knead		Γ		
At front of	_	T		
cage	Ι,	Ļ		L
Reach		F	0	
Show		Γ	0	
underside		L	•	
Sniff			0	
Approach			0	
# Checked:				

C: TOY		
Play		
Touch		
Rub		
Chirp		
Knead		
At front of	_	
cage	l -	
Tail Up		
Reach		0
Show		
underside		0
Sniff		0
Approach		0
Yawn		0
Groom/		
Shake body		0
Standing		0
Still Moving		0
# Checked:		

CUMULATIVE CHECK-MARKS										
SESSION	white (a)	gray (o)	l							
1st =			Γ							
DayAM/PM			l							
2nd =			l							
DayAM/PM			ı							
3rd =			ı							
DayAM/PM			l							
4th =			ſ							
Day_AM/PM			l							
TOTAL:			l							

NOTE: If at any time, the cat receives a check-mark in the white (a) column, discontinue assessment. This cat is social. NOTE: If the cat accumulates 1 checkmark in the white (a) column and/or 4 checkmarks in the gray (a) column, discontinue assessment. This cat is social.

ANIMAL INFOR	ANIMAL INFORMATION								
INTAKE DATE:	TIME:								
ID #:	KENNEL #:								
DESC.:									
INTAKE TYPE:									
START FSA on (DATE)	AM/PM								

D. 1	VAIVE		
	Chirp		
	At front of		
ш	cage	Ιĭ	
Σ	Approach		0
ANY TIME	Yawn		0
4	Groom/ Shak Body	e	0
	Play		
(0	Touch		
N	Rub		
WHILE STROKIN	Knead	□	
E SI	Reach		0
Ħ	Show		
>	underside		0
	Sniff	##	0
	Play	а	
(D	Touch		
SS	Rub		
PRE	Knead		
AHILE PRESSIN	Reach		0
¥	Show underside		0
	Sniff		0
# Che	ecked:		

Day 1/Session	1
D 2 /0	

	Day 2/Session
_	Day 2/Session

□ Day 3/Session 4

:PM

p. 23 – 41 in guide



AM DAY 2

GREET: Stand I foot in front of cage, body slightly angled, making indirect eye contact. Hold hand out, palm up, then speaks a "baby talk" phrase. Example phrase, "Hi Kitty. Whotcha dain'? What a pretty kitty...whatcha doin'? Come here." CRACK DOOR: Stand 1 foot in front of cage, making indirect eye contact, body slightly at an angle but still facing the cat. Place hand on an enear handle of the cage door and say, "Hi, Kitty!" in a friendly, soft voice. Hand is held on the handle for 30 seconds. Crack door open 1-2 inches then immediately clase.

TOY: Stand 1 ft in front of the cape, body slightly angled, making indirect eye contact. A string attached the pole is threaded through the cage bars and jiggled just inside the door of the cage to coax the cat to play for 30 seconds.

Wand: Stand in front of cage, body angled, indirect eye contact. Slowly extend wand to cat thru bars. When 2-3 in from face, allow cot to sniff (5 sec). Try to pet on cheek (10 sec). Put wand 2-3 in from face to allow sniffing again (5 sec). Try to pet on cheek (10 sec). Trace wand along side of neck to top of shoulders then apply pressure (10 sec).

A: GREET			PO	DINTS	B: CRACK D	OOR		POINTS	C: TOY		ń	POINTS	D: 1	WAND		- 0	POINTS
Play	0		Enter	"7" if cat	Play			(i)	Play	0		-		Chirp	0	- 3	9
Touch	0		did N	OT eat, or	Touch			Enter "7" if cat	Touch	0		Enter "11" if cat's		At front of			
Rub	0		2. 17.	can't	Rub			licks lips or nose:	Rub	0		head is facing forward or cannot		cage			
Chirp			det	ermine:	Chirp	_			Chirp			determine at end	ME.	Approach		0	
Knead	0				Knead	0			Knead	0		of assessment:	ANY	Yawn		0	
At front of cage	0		Ent	er "9" if	At front of cage	0			At front of cage	0			4	Groom/ Shake		0	
Reach		0		iliative	Reach	0	0	1	Tail Up				1	Body			
Show	8			aviors at	Show	32	_	1	Reach	3	0			Play	0	- 0	
underside		0	an	y time:	underside	35	0		Show	50	_	Enter "5" if cat		Touch	0	9.700 st (00)	5777 P. 200 - 272 Apr. 25
Sniff		0			Sniff		0	1	underside		0	paid attention to toy more than	OKING	Rub	0		Enter "4" if sniffs
Approach		0	1		Approach		0	1	Sniff	Ÿ.	0	50% of the time:	- 000	Knead	0		wand on first presentation:
# Checked:	20	× 2	Ī		# Checked:	8	0	1	Approach	20	0		TS 3	Reach	-8	0	
CUMULA	ATIVE	CHE	CK-M	ARKS	1				Yawn Groom/		0		WHIL	Show underside	- 10	0	
SESSION	ų .	whit	e (=)	gray (0)					Shake body		0			Sniff		0	
1st =					NOTE: I			I	Standing	20	0	1	PRESSING	Play	0		
Day_AM/P	м	į.			mark in the				CALL A Anning		0	1		Touch	0		100 TO 10
2nd =					column and				Still Moving		0			Rub	0	8	Enter "7" if affiliative behaviors during
Day_AM/	/PM				marks in t				# Checked:			Ī	RES	Knead	0		
3rd =		Ĩ			column, di assessment					9010	0.00	•		Reach		0	pressing:
Day_AM/	/PM	9			soc			L					WHILE	Show underside		0	
Day_AM/	/PM				ı			ANII	MAL INFORMA	TION				Sniff		0	
TOTAL	: : :				1			INTAKE DATE:		TIME	-		# Ch	ecked:		-	
NOTE: If at a check-man discontinue a	k in the	whit	e (a) c	olumn,				ID #: DESC.: INTAKE TYPE: START FSA o	n (DATE)	KENN	M/P	or		A DAY 2: Session 1 Session 2		TOTAL >	1 DAY 2 POINTS



AM DAY 3

GREET: Stand 1 foot in front of cape, body slightly angled, making indirect eye contact. Hold hand out, palm up, then speaks a "baby tolk" phrase. Example phrase, "Hi Kitty. Whatcha doin'? What a pretty kitty...whatcha doin'? Come here." CRACK DOOR: Stand 1 foot in front of cage, making Indirect eye contact, body slightly at an angle but still facing the cot. Place hand an or near handle of the cage door and say, "HI, Kitty!" in a friendly, soft voice. Hand is held on the handle for 30 seconds. Crack door open 1-2 inches then immediately class. TOY: Stand 1 ft in front of the cage, body slightly angled, making indirect eye contact. A string attached the pole is threaded through the cage bars and jiggled just inside the door of the cage to coax the art to play for 30 seconds.

Wand: Stand in front of cage, body angled, indirect eye contact. Slowly extend wand to cat thru bars. When 2-3 in from face, allow cat to sniff (5 sec). Try to pet on cheek (10 sec). Put wand 2-3 in from face to allow sniffing again (5 sec). Try to pet on cheek (10 sec). Trace wand along side of neck to top of shoulders then apply pressure (10 sec).

ASPCApro.org

A: GREET			POINTS	B: CRACK D	OOR		POINTS	C: TOY			POINTS	D: \	WAND			POINTS
Play			Enter "7" if eye	Play			Enter "9" if cat is	Play	0				Chirp			*
Touch			contact is less	Touch			not alert, semi-	Touch	0		Enter "9" affiliative behaviors at any		At front of	_		Enter "5" if head location is at front
Rub			than 50% or	Rub			alert, or can't	Rub	0		time:	ш	cage	_		or middle:
Chirp			can't tell:	Chirp			tell:	Chirp	0		200	ANYTIME	Approach		0	- 100
Knead		L	5 12	Knead				Knead	0			ž	Yawn		0	
At front of cage	0			At front of cage	<u> </u>	Г		At front of cage	П		833	· ·	Groom/ Shake Body		0	
Reach		0		Reach		0	Enter "9" if cat	Tail Up	0		8	ļ.	booy			
Show		0		Show		0	withdraws or	Reach		0			Play			Enter "7" if
underside		0		underside			already at back	Show	100	0		to	Touch			affiliative
Sniff	Š	0		Sniff		0	of cage:	underside	- 8	٠	8	ROKING	Rub Knead	_		behaviors during
Approach	8	0]	Approach		0		Sniff		0		5				stroking:
# Checked:			I	# Checked:				Approach		0		E ST	Reach		0	
CUMUL	ATIVE	CUE	CK-MARKS	1				Yawn		0	e S	WHILE	Show underside		0	Enter "5" if sniffs
SESSION			te (=) gray (0)					Groom/ Shake body		0			Sniff		0	wand at first presentation:
1st =	3		2	NOTE: If			ſ	Standing	8	0	9 8		Play	_		P
	53				STATE OF THE PARTY.					_	8	120	Touch	_		
Day_AM/PI	IVI.	_		STREET IN STREET	mark in the white (=) column and/or 4 check-					0					-	
Day_AM/PI 2nd =			- 8	column and/		200		Still Moving				NIS	Rub			
	3			column and/ marks in th	ne gray	(0)		# Checked:				RESSING	Rub Knead	0 0		
	/PM			column and/ marks in th column, di	ne gray scontin	(0) ue			§			LE PRESSING	2000000		0	
2nd = Day_AM/	/PM			column and/ marks in th	ne gray scontin This c	(0) ue						WHILE PRESSING	Knead		0 0	
2nd = DayAM/ 3rd = DayAM/	/PM /PM			column and/ marks in th column, dis assessment.	ne gray scontin This c	(0) ue	ANIN		ION				Knead Reach Show		-	300
2nd = Day_AM/ 3rd = Day_AM/ 4th =	/PM /PM /PM			column and/ marks in th column, dis assessment.	ne gray scontin This c	(0) ue	ANIN INTAKE DATE:	# Checked:	TIME			WHILE	Knead Reach Show underside		0	
2nd = Day_AM, 3rd = Day_AM, 4th = Day_AM,	/PM /PM /PM			column and/ marks in th column, dis assessment.	ne gray scontin This c	(0) ue		# Checked:	00.00	ē		WHILE	Knead Reach Show underside Sniff		0	
2nd = Day_AM/ 3rd = Day_AM/ 4th = Day_AM/ TOTAL	/PM /PM :		e cat receives a	column and/ marks in th column, dis assessment.	ne gray scontin This c	(0) ue	INTAKE DATE:	# Checked:	TIME	ē		WHILE SO	Knead Reach Show underside Sniff		0	A DAY 3 POINTS
2nd = Day_AM/ 3rd = Day_AM/ 4th = Day_AM/ TOTAL NOTE: If at check-mar	/PM /PM : any tin	whit	e cat receives a te (=) column, This cat is social	column and/ marks in the column, di- assessment.	ne gray scontin This c	(0) ue	INTAKE DATE: ID #:	# Checked:	TIME	ē		# Ch	Knead Reach Show underside Sniff ecked:		0	1 DAY 3 POINTS

MEET "PINK"





PINK

GREET: Stand 1 foot in front of cage, body slightly angled, making indirect eye contact. Hold hand out, palm up, then speaks a "baby talk" phrase. Example phrase, "Hi Kitty. Whatcha doin'? What a pretty kitty...whatcha doin'? Come here."

CRACK DOOR: Stand 1 foot in front of cage, making indirect eye contact, body slightly at an angle but still facing the cat. Place hand on or near handle of the cage door and say, "Hi, Kitty!" in a friendly, soft voice. Hand is held on the handle for 30 seconds. Crack door open 1-2 inches then immediately close.

FOY: Stand 1 ft in front of the cage, body slightly angled, Wand: Stand in front of cage, body angled, indirect eye making indirect eye contact. A string attached the pale is threaded through the cage bars and jiggled just inside the door of the cage to coax the cat to play for 30

contact. Slowly extend wand to cat thru bars. When 2-3 in from face, allow cat to sniff (5 sec). Try to pet an cheek (10 sec). Put wand 2-3 in from face to allow sniffing again (5 sec). Try to pet on cheek (10 sec). Trace wond along side of neck to top of shoulders then apply pressure (10 sec).

A: GREET			POINTS		B: CRACK D	OOR		POINTS	C: TOY			POINTS	D: \	WAND		-	POINTS
Play			Enter "7" if o	art I	Play			2000	Play	0				Chirp	0		
Touch	0		did NOT est,	11	Touch			Enter "7" if cat	Touch	0		Enter "11" if cat's		At front of			
Rub	-		can't		Rub	-		licks lips or nose:	Rub	_		head is facing forward or cannot		cage			
Chirp		Sec. 12.	determine		Chirp				Chirp		30.	determine at end	IME	Approach	- 27	0	
Knead	0				Knead			2 2 3	Knead	0		of assessment:	ANY	Yawn	1 8	0	
At front of cage	0	- 3	Enter "9" i	$\neg 1$	At front of cage	0			At front of cage	0			A	Groom/ Shake Body		0	
Reach		0	affiliative		Reach		0	1	Tail Up			1 2					
Show	3	_	behaviors a	t	Show	34	_	1	Reach	3	0			Play	0	-	
underside		0	any time:		underside	35	0		Show	50	_	Enter "5" if cat		Touch	0		
Sniff		0		71	Sniff		0	1	underside		0	paid attention to	DND	Rub	0		Enter "4" if sniffs wand on first presentation:
Approach	1	0	1		Approach		0	1	Sniff	"	0	toy more than 50% of the time:	E STROKE	Knead	0		
# Checked:	3	0. 0	Ī		# Checked:	8	0	1	Approach	20	0			Reach	-8	0	
CUMULA	TIVE	CHE	CK-MARKS	_				-	Yawn Groom/		0		WHILE	Show underside	- 10	0	38
SESSION		1000	te (a) gray	(0)					Shake body		0			Sniff		0	
1st =					NOTE: If			Ī	Standing		0	1		Play	0		Enter "7" if affiliative behaviors during
Day_AM/PN	M				mark in the			l .			-	1	-	Touch	0		
2nd =					column and/				Still Moving		0		PRESSING	Rub	0		
Day AM/	PM				marks in th				# Checked:			†	RES	Knead	0		
3rd =		1			column, di: assessment.			l .		200	CO. 30	*	HLEP	Reach		0	pressing:
DayAM/ 4th =	PM		6		soci		1.15	l.					WH	Show underside	- 25	0	
Day_AM/	PM	l.						ANII	MAL INFORMA	TION		1		Sniff		0	
TOTAL:	33							INTAKE DATE:		TIME	-		# Ch	ecked:			5
	k in th	e whi	e cat receives te (=) column This cat is soc					ID #: DESC.: INTAKE TYPE: START FSA 0	n (DATE)	KENN	MEL#			A DAY 2: Session 1 Session 2]	TOTAL P	1 DAY 2 POINTS



GREET





SCORING GREET

GREET: Stand 1 foot in front of cage, body slightly angled, making indirect eye contact. Hold hand out, palm up, then speaks a "baby talk" phrase. Example phrase, "Hi Kitty. Whatcha doin'? What a pretty kitty...whatcha doin'? Come here."

A: GREET			POINTS					
Play			Enter "7" if cat					
Touch			did NOT eat,					
Rub			or can't					
Chirp			determine:					
Knead			4					
At front of cage	0		Enter "9" if					
Reach		0	affiliative					
Show underside		0	behaviors at any time:					
Sniff			9					
Approach								
# Checked:	0	2	1					



CRACK CAGE DOOR





SCORING CRACK CAGE DOOR

CRACK DOOR: Stand 1 foot in front of cage, making indirect eye contact, body slightly at an angle but still facing the cat. Place hand on or near handle of the cage door and say, "Hi, Kitty!" in a friendly, soft voice, Hand is held on the handle for 30 seconds. Crack door open 1-2 inches then immediately close.

B: CRACK D	OOR	. (POINTS
Play	0		20000000000
Touch	0		Enter "7" if cat
Rub		Ţ,	licks lips or nose:
Chirp	0		
Knead			
At front of cage	•		
Reach	- 8	0	
Show underside		0	
Sniff	- 8		
Approach		0	
# Checked:			



INTERACTIVE TOY





SCORING INTERACTIVE TOY

TOY: Stand 1 ft in front of the cage, body slightly angled, making indirect eye contact. A string attached the pole is threaded through the cage bars and jiggled just inside the door of the cage to coax the cat to play for 30 seconds.

C: TOY **POINTS** Play Enter "11" if cat's Touch head is facing Rub forward or cannot Chirp determine at end Knead of assessment: At front of cage Tail Up Reach Enter "5" if cat Show paid attention underside to toy more than 50% of the Sniff 0 time: Approach 0 Yawn 0 Groom/ 0 Shake body Standing Still Moving 0 # Checked:



TOUCH WITH WAND





SCORING TOUCH WITH WAND

Wand: Stand in front of cage, body angled, indirect eye contact. Slowly extend wand to cat thru bars. When 2-3 in from face, allow cat to sniff (5 sec). Try to pet on cheek (10 sec). Put wand 2-3 in from face to allow sniffing again (5 sec). Try to pet on cheek (10 sec). Trace wand along side of neck to top of shoulders then apply pressure (10 sec).

D: \	WAND			POINTS
	Chirp			
ш	At front of cage			
Z	Approach		0	
ANY TIME	Yawn		0	
4	Groom/ Shake Body		0	
	Play			1
/n	Touch			
N	Rub			Enter "4" if sniffs wand on first
RO	Knead			presentation:
E SI	Reach		0	presentation.
WHILE STROKING	Show underside		0	
	Sniff		0	
	Play			,
ی	Touch			Enter "7" if
SSIN	Rub			affiliative
WHILE PRESSING	Knead			behaviors during
E	Reach		0	pressing:
WH	Show underside		0	
	Sniff		0	
# Ch	ecked:	0	0	



PINKY'S FULL SCORE SHEET

GREET: Stand 1 foot in front of cape, body slightly angled, making indirect eye contact. Hold hand out, palm up, then speaks a "baby talk" phrase. Example phrase, "Hi Kitty. Whatcha dain? What a pretty kitty. whatcha dain? Come here." CRACK DOOR: Stand 1 foot in front of cage, making indirect eye contact, body slightly at an angle but still facing the cat. Place hand on or near handle of the cage door and say, "Hi, Kitty!" in a friendly, soft voice. Hand is held on the handle for 30 seconds. Crack door open 1-2 inches then immediately clase. TOY: Stand 1 ft in front of the cape, body slightly angled, making indirect eye contact. A string attached the pole is threaded through the cage bars and jiggled just inside the door of the cage to coar the cat to play for 30 seconds.

Wand: Stand in front of cage, body angled, indirect eye contact. Slowly extend wand to cat thru bars. When 2-3 in from face, allow cut to sniff (5 sec), Try to pet on cheek (10 sec), Put wand 2-3 in from face to allow sniffing again (5 sec). Try to pet on cheek (10 sec). Trace wand along side of neck to top of shoulders then apply pressure (10 sec).

A: GREET			POINTS	B: CRACK D	OOR	POINTS	C: TOY			POINTS	D: 1	WAND		- 5	POINTS		
Play	0		Enter "7" if cat	Play			Play	0		8		Chirp	0				
Touch	0		did NOT eat, or	Touch		Enter "7" if cat	Touch	0		Enter "11" if cat's		At front of	0				
Rub	0		can't	Rub		licks lips or nose:	Rub	0		head is facing forward or cannot	14.1	cage					
Chirp			determine	Chirp			Chirp			determine at end	TIME	Approach	5	0			
Knead			7	Knead		7	Knead	of assessment:	ANY	Yawn	2000	0					
At front of cage	0		Enter "9" if	At front of cage	•		At front of cage	0		- 11	V	Groom/ Shake Body		0			
Reach		0	affiliative	Reach		0	Tail Up			-		body					
Show		0	behaviors at	Show		0	Reach		0			Play	0	0 0			
underside		0	any time:	underside		Show Enter 5 if cat		Touch	0								
Sniff				Sniff			underside		,	toy more than 50% of the time:	than 2	Rub	0		Enter "4" if sniffs wand on first		
Approach				Approach		0	Sniff		0		8	Knead	0		presentation:		
# Checked:	O	7		# Checked:			Approach		0			Reach)G	0			
CUMULA	ATIVE	CHE	CK-MARKS	1			Yawn Groom/		0	5	WHILE	Show underside		0	Š		
SESSION	N	whit	te (0) gray (0)				Shake body		0			Sniff		0			
1st =			2	NOTE: If			Standing		0			Play	0				
Day_AM/P	M			mark in the		0			V251	i I.	Touch	0		Independent and a second			
2nd =	1			column and/			Still Moving		0		PRESSING	Rub	0		Enter "7" if		
Day_AM	/PM			marks in th			# Checked:		h	1	RES	Knead	0		behaviors during		
3rd =				assessment.		CO. Land	3. .	-	-		m	m	mi E	Reach	351	0	pressing:
DayAM, 4th =		Н		assessment.							WHILE	Show underside	X X	0			
Day_AM	/PM	N.	L. W.			ANI	MAL INFORMA	TION				Sniff		0			
TOTAL	:					INTAKE DATE:		TIME			# Ch	ecked:	7	1			
check-mar	k in th	e whit	e cat receives a te (=) column, This cat is social.			ID #: DESC.: INTAKE TYPE: START FSA (on (DATE)	KENN	M/P	or	×	A DAY 2: Session 1 Session 2		TOTAL P	DAY 2 POINTS		



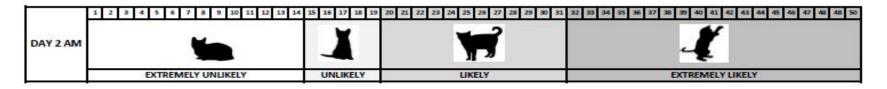
Putting It All Together





Where on the Spectrum is this cat?

POINTS SCALE



	1 2 3 4 5 6 7 8 9 10 11	12 13 14 15 16 17	18 19 20 21 22 23 24 25 26	27 28 29 30 31 32 33 34 35 36 37 38 29 40 41 42 43 44 45 46 47 48 49 50 51
DAY 3 AM	-	X		4
	EXTREMELY UNLIKELY	UNLIKELY	LIKELY	EXTREMELY LIKELY

	Circle AL	L that apply:		
1	DAY 2 AM:	DAY3 AM:		Interpretation:
ıf	19 or LESS	11 or LESS	then	Extremely Unlikely to be socialized
ıf		12-17	then	Default to interpretation of Day 2 AM POINT only
nf	20-31	or 18 - 26	then	Likely to be socialized
		and	then	Extremely Likely to be socialized
ıf	32 - 50	27-51	then	Extremely Likely to be socialized

ANIMAL INFORMATION

INTAKE DATE: TIME:

ID #: KENNEL #:

DESC.:

INTAKE TYPE:

FSA STARTED (DATE) AM/PM



Buck

GREET: Stand 1 foot in front of cage, body slightly angled, making indirect eye contact. Hold hand out, paim up, then speaks a "baby talk" phrase. Example phrase, "Hi Kitty. Whatcha doin"? What a pretty kitty...whatcha doin'? Come here."

CRACK DOOR: Stand 1 foot in front of cage, making indirect eye contact, body slightly at an angle but still facing the cat. Place hand on or near handle of the cage door and say, "Hi, Kitty!" in a friendly, soft voice. Hand is held on the handle for 30 seconds. Crack door open 1-2 inches then immediately close.

making indirect eye contact. A string attached the pole is threaded through the cage bars and jiggled just inside the door of the cage to coax the cat to play for 30

TOY: Stand 1 ft in front of the cage, body slightly angled, Wand: Stand in front of cage, body angled, indirect eye contact. Slowly extend wand to cat thru bars. When 2-3 in from face, allow cat to sniff (5 sec). Try to pet on cheek (10 sec). Put wand 2-3 in from face to allow sniffing again (5 sec). Try to pet on cheek (10 sec). Trace wand along side of neck to top of shoulders then apply pressure (10 sec).

A: GREET		
Play		
Touch		
Rub		
Chirp		
Knead		
At front of	_	
cage	1	
Reach		0
Show		0
underside		0
Sniff		0
Approach		0
# Checked:	0	

B: CRACK DOOR						
Play						
Touch						
Rub						
Chirp						
Knead						
At front of						
cage	1					
Reach		0				
Show		0				
underside		_				
Sniff		X				
Approach		0				
# Checked:						

0	
_	
1	
	0
	0
	\mathbf{x}
	0
	0

CUMULATIVE CHECK-MARKS						
SESSION	white (a)		gra	y (0)		
1st = Day_AM_PM	0.		1 4	2		
2nd =				П		
DayAM/PM						
3rd =						
DayAM/PM						
4th =				_		
Day_AM/PM		*		~		
TOTAL:	Q		N)		
NOTE: If at any tin	ne th	e cat i	ereiv	oc n		

NOTE: If at any time, the cat receives a check-mark in the white (a) column, discontinue assessment. This cat is social.

NOTE: If the cat accumulates 1 checkmark in the white (a) column and/or 4 checkmarks in the gray (0) column, discontinue assessment. This cat is social.

C: TOY		
Play		
Touch		
Rub		
Chirp		
Knead		
At front of		
cage		
Tail Up		
Reach		0
Show		0
underside		0
Sniff		0
Approach		0
Yawn		0
Groom/		
Shake body		0
Standing		0
Still Moving		0
# Checked:	0	

ANIMAL INFORMATION					
INTAKE DATE:	TIME:				
ID #:	KENNEL #:				
DESC.:					
INTAKE TYPE:					
START FSA on (DATE)	AM/PM				

D: V	VAND		
	Chirp		
	At front of		
ш	cage	_	
Σ	Approach		0
ANY TIME	Yawn		0
٧	Groom/ Shake Body		0
	Play		
(D	Touch		
×	Rub		
WHILE STROKING	Knead		
E S	Reach		0
Ħ	Show		0
>	underside)
	Sniff		0
	Play		
(2)	Touch		
200	Rub		
%E	Knead		
WHILE PRESSING	Reach		0
₹	Show		0
	underside		Ŭ
	Sniff		7
# Che	ecked:		

×	Day 1/Session 1
	Day 2/Session 2
	Day 2/Session 3
	Day 3/Session 4

:PM



Buck

GREET: Stand 1 foot in front of cage, body slightly angled, making indirect eye contact. Hold hand out, palm up, then speaks a "baby talk" phrase. Example phrase, "Hi Kitty. Whatcha doin'? What a pretty kitty...whatcha doin'? Come here."

CRACK DOOR: Stand 1 foot in front of cage, making indirect eye contact, body slightly at an angle but still facing the cat. Place hand on or near handle of the cage door and say, "Hi, Kitty!" in a friendly, soft voice. Hand is held on the handle for 30 seconds. Crack door open 1-2 inches then immediately close.

TOY: Stand 1 ft in front of the cage, body slightly angled, making indirect eye contact. A string and jiggled just inside the door of the cage to coax the cat to play for 30 seconds.

Wand: Stand in front of cage, body angled, indirect eye contact. Slowly extend wand to cat thru bars. When 2-3 attached the pole is threaded through the cage bars in from face, allow cat to sniff (5 sec). Try to pet on cheek (10 sec). Put wand 2-3 in from face to allow sniffing again (5 sec). Try to pet on cheek (10 sec). Trace wand along side of neck to top of shoulders then apply pressure (10

A: GREET		POIN	S	B: CRACK E	OOOF	1	POINTS	C: TOY			POINTS	D:	WAND			POINTS			
Play			Enter "7"	f cat	Play				Play					Chirp					
Touch			did NOT	eat,	Touch			Enter "7" if cat	Touch			Enter "11" if cat's		At front of					
Rub			or can		Rub			nose:	Rub			head is facing forward or cannot	L	cage					
Chirp			determi	ne:	Chirp			liose.	Chirp			determine at end	TIME	Approach		0			
Knead					Knead				Knead			of assessment:	ANY	Yawn		0			
At front of cage			Enter "9	" if	At front of cage				At front of cage				A	Groom/ Shake Body		0			
Reach		0	affiliative	Reach		0		Tail Up					Shake body						
Show		0	behavior		Show		_		Reach		0	Enter "5" if cat		Play					
underside		U	any tim	e:	underside		0		Show		0	paid attention	(0	Touch					
Sniff		×	C		Sniff		0		underside		0	to toy more	N N	Rub			Enter "4" if sniffs		
Approach		0			Approach		0		Sniff		0	than 50% of the	STROKING	Knead			wand on first presentation:		
# Checked:	D	1			# Checked:	D	0		Approach		0	time:		Reach		0	presentation.		
CUMULA	TIVE	CHE	CK-MAR	(S	1			_	Yawn Groom/		0	5	WHILE	Show underside		0	0		
SESSION	V	whit	e (a) gra	y (o)					Shake body		0			Sniff		0			
1st =	2	(2		NOTE: If	the co	at]	Standing		0			Play					
Day_AM/		-		-	accumulate				Still Moving		0		9	Touch	X		Enter "7" if		
2nd =		1	1		marks in th	NO SECURE	AND SHOP IN		otm moving				WHILE PRESSING	Rub			affiliative		
Day 2 AM	PM	1		•	•	•	1	column, dis				# Checked:	0	0		PRE	Knead		behaviors during
3rd =					soci		cut 13						빌	Reach		0	pressing:		
DayAM, 4th =	/PM	\vdash						1					N H	Show underside		0	1		
Day_AM	/PM	1						ANIN	AL INFORMA	TION				Sniff		0			
TOTAL	:	1						INTAKE DATE:		TIMI	E:		# Ch	necked:	1	0	1		
NOTE: If at a check-mark	k in th	e whi	te (🗆) colu	nn,				ID #: DESC.: INTAKE TYPE:	~	KEN	NEL #	#:	Al	VI DAY 2: Session 1	-	AN	1 DAY 2 POINTS		
	S	ocial.			1			START ESA O	(DATE)	12	ΔΜ	or or	V	Session 2		OTAL	54		



Where on the Spectrum is this cat?

	1 2 3 4 5 6 7 8 9 1 1 1 1 1 1 1	1 1 1 1 1 5 6 7 8 9	2 2 2 2 2 2 2 2 2 2 2 3 3 0 1 2 3 4 5 6 7 8 9 0 1	3 3 3 3 3 3 3 3 3 3 4 4 4 4 4 4 4 4 4 4
DAY 2 AM	5	1		
	EXTREMELY UNLIKELY	UNLIKELY	LIKELY	EXTREMELY LIKELY

	1 2 3 4 5 6 7 8 9 1 1	1 1 1 1 1 1 2 3 4 5 6 7	1 1 2 2 2 2 2 2 2 2 8 9 0 1 2 3 4 5 6	2 2 2 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 2 4
DAY 3 AM	•	1		4
	EXTREMELY UNLIKELY	UNLIKELY	LIKELY	EXTREMELY LIKELY



GREET: Stand 1 foot in front of cage, body slightly angled, making indirect eye contact. Hold hand out, paim up, then speaks a "baby talk" phrase. Example phrase, "Hi Kitty. Whatcha doin"? What a pretty kitty...whatcha doin'! Come here."

CRACK DOOR: Stand 1 foot in front of cage, making indirect eye contact, body slightly at an angle but still facing the cat. Place hand on or near handle of the cage door and say, "Hi, Kitty!" in a friendly, soft voice. Hand is held on the handle for 30 seconds. Crack door open 1-2 inches then immediately close.

making indirect eye contact. A string attached the pole is threaded through the cage bars and jiggled just inside the door of the cage to coax the cat to play for 30

0 0 0

TOY: Stand 1 ft in front of the cage, body slightly angled, Wand: Stand in front of cage, body angled, indirect eye contact. Slowly extend wand to cat thru bars. When 2-3 in from face, allow cat to sniff (5 sec). Try to pet on cheek (10 sec). Put wand 2-3 in from face to allow sniffing again (5 sec). Try to pet on cheek (10 sec). Trace wand along side of neck to top of shoulders then apply pressure (10 sec).

A: GREET		
Play		
Touch		
Rub		
Chirp		
Knead		
At front of	_	
cage		
Reach		0
Show		0
underside		٥
Sniff		0
Approach		0
# Checked:	כ	O

B: CRACK DOOR									
Play									
Touch									
Rub									
Chirp									
Knead									
At front of	_								
cage	1								
Reach		0							
Show		0							
underside									
Sniff		0							
Approach		0							
# Checked:	0	0							

CRACK DO	OOR		C: TOY
у			Play
ıch			Touch
b			Rub
rp			Chirp
ead			Knead
front of	_		At front
e	"		cage
ech		0	Tail Up
w		0	Reach
derside			Show
ff		0	undersid
proach		0	Sniff
hecked:	0	0	Approaci
			Yawn
			Groom/
			Shake boo
NOTE: If			Standing
nark in the lumn and/	white (or 4 ch	(-)	Still Mov

COMODATIVE CHECK WHAT											
SESSION	whi	ite (=)	gra	y (0)							
1st =	7	/	- 1								
DayAM/PM	`	_			ı						
2nd =		1			ŀ						
DayAM/PM					ı						
3rd =					ı						
DayAM/PM	1				ı						
4th =					Γ						
DayAM/PM	7		4								
TOTAL:	•	U			ı						
check-mark in the	NOTE: If at any time, the cat receives a check-mark in the white (\(\sigma\)) column, discontinue assessment. This cat is social.										

CLIMITI ATTIVE CHECK-MARKS

marks in the gray (0) column, discontinue assessment. This cat is social.

ANIMAL INFORMATION											
INTAKE DATE:	TIME:										
ID #:	KENNEL #:										
DESC.:											
INTAKE TYPE:											
START FSA on (DATE) 0	129 AM 6M										

Checked:

D: V	VAND		
	Chirp		
	At front of	0	
ш	cage	_	
Σ	Approach		0 0
ANY TIME	Yawn		0
v'	Groom/ Shake Body		0
	Play		
(2)	Touch		
N	Rub	0	
WHILE STROKING	Knead		
	Reach		0
Ħ	Show		0
>	underside		0
	Sniff		0
	Play		
g	Touch		
SS.	Groom/ Shake Body Play		
»RE	Knead		
WHILE PRESSING	Reach		0
₹	I .		0
			,
	Sniff		0
# Che	ecked:	-	

×	Day 1/Session 1
	Day 2/Session 2
	Day 2/Session 3

□ Day 3/Session 4

:PM



GREET: Stand 1 foot in front of cage, body slightly angled, making indirect eye contact. Hold hand out, palm up, then speaks a "baby talk" phrase. Example phrase, "Hi Kitty. Whatcha doin'? What a pretty kitty...whatcha doin'? Come here."

CRACK DOOR: Stand 1 foot in front of cage, making indirect eye contact, body slightly at an angle but still facing the cat. Place hand on or near handle of the cage door and say, "Hi, Kitty!" in a friendly, soft voice. Hand is held on the handle for 30 seconds. Crack door open 1-2 inches then immediately close.

TOY: Stand 1 ft in front of the cage, body slightly angled, making indirect eye contact. A string attached the pole is threaded through the cage bars and jiggled just inside the door of the cage to coax the cat to play for 30 seconds.

Wand: Stand in front of cage, body angled, indirect eye contact. Slowly extend wand to cat thru bars. When 2-3 in from face, allow cat to sniff (5 sec). Try to pet on network (10 sec). Put wand 2-3 in from face to allow sniffing again (5 sec). Try to pet on cheek (10 sec). Trace wand along side of neck to top of shoulders then apply pressure (10 sec).

A: GREET		POINTS	B: CRACK E	OOOR		POINTS	C: TOY			POINTS	D:	WAND	POINTS			
Play			Enter "7" if cat	Play				Play				-	Chirp		T	101113
Touch			did NOT eat,	Touch			Enter "7" if cat	Touch			Enter "11" if cat's		At front of	+-		
Rub			or can't	Rub			licks lips or nose:	Rub			head is facing		cage			
Chirp			determine:	Chirp			nose.	Chirp			forward or cannot determine at end	ANY TIME	Approach		0	
Knead			7	Knead			7	Knead			of assessment:	_	Yawn	+	0	
At front of cage			Enter "9" if	At front of cage				At front of cage				A	Groom/		0	
Reach		0	affiliative	Reach		0		Tail Up					Shake Body			
Show underside		0	behaviors at any time:	Show		0		Reach		0	Enter "5" if cat		Play			
Sniff		_	10	underside				Show		0	paid attention	0	Touch			F
Approach		0		Sniff	-	0		underside			to toy more	STROKING	Rub			Enter "4" if sniffs wand on first
# Checked:	0	0		Approach		0		Sniff		0	than 50% of the time:	1 8	Knead			presentation:
# CHECKEG.			l	# Checked:	U	0]	Approach		0	time:		Reach		0	
CUMULA	TIVE	CHE	CK-MARKS]				Yawn Groom/		0		WHILE	Show underside		0	
SESSION	V	whit	e (a) gray (o)					Shake body		0			Sniff		0	
1st =				NOTE: If	the cat			Standing		0			Play	0		
Day AM P	'M'	0 1			accumulates 4 check-			Still Moving		0		U	Touch			
Day 2 AM/	/n= =	C	0	marks in the								WHILE PRESSING	Rub			Enter "7" if affiliative
3rd =	PIVI	0 0		assessment.				# Checked:	D	0		'RE	Knead			behaviors during
Day 2AM/	(DRÁ			socia	ıl.							필	Reach		0	pressing:
4th =							l					WH	Show underside		0	
Day3AM/		_					ANIIV	TAL INFORMA	TION				Sniff		0	
TOTAL:		0					INTAKE DATE:		TIME	:		# Ch	ecked:	D	0	
check-mark	in the	whit	e cat receives a re (□) column, nt. This cat is				ID #: DESC.: INTAKE TYPE:		KENN	IEL#	:	ΑN	1 DAY 2:		AM	DAY 2 POINTS
aiscontinue		cial.	it. This cat is				START FSA on	(DATE) [0]	28,	ΔM/(M or	X	Session 1 Session 2		FOTAL	25



GREET: Stand 1 foot in front of cage, body slightly angled, making indirect eye contact. Hold hand out, polm up, then speaks a "baby talk" phrase. Example phrase, "Hi Kitty. Whatcha doin'? What a pretty kitty...whatcha doin'? Come here."

CRACK DOOR: Stand 1 foot in front of cage, making indirect eye contact, body slightly at an angle but still facing the cat. Place hand on or near handle of the cage door and say, "Hi, Kitty!" in a friendly, soft voice. Hand is held on the handle for 30 seconds. Crack door open 1-2 inches then immediately close.

TOY: Stand 1 ft in front of the cage, body slightly angled, making indirect eye contact. A string attached the pole is threaded through the cage bars and jiggled just inside the door of the cage to coax the cat to play for 30 seconds.

Wand: Stand in front of cage, body angled, indirect eye contact. Slowly extend wand to cat thru bars. When 2-3 in from face, allow cat to sniff (5 sec). Try to pet on cheek (10 sec). Put wand 2-3 in from face to allow sniffing again (5 sec). Try to pet on cheek (10 sec). Trace wand along side of neck to top of shoulders then apply pressure (10 sec).

A: GREET		POINTS /	B: CRACK DOOR POINTS			C: TOY POINTS					WAND	POINTS				
Play			Enter "7" if cat	Play				Play			/	-	Chirp			FOIIVIS
Touch			did NOT eat, or can't	Touch			licks lips or nose:	Touch	0		Enter "11" if cat's head is facing forward or cannot determine at end		At front of	-		
Rub				Rub				Rub					cage			
Chirp			determine:	Chirp				Chirp				ME	Approach		0	
Knead				Knead				Knead			of assessment:	ANY TIME	Yawn		0	
At front of cage			Enter "9" if	At front of cage				At front of cage				A	Groom/		0	
Reach		0	affiliative	Reach		0		Tail Up					Shake Body		Ŭ	
Show underside		0	behaviors at any time:	Show underside		0		Reach		0	Enter "5" if gat		Play			,
Sniff		0		Sniff		0		underside		0	paid attention to toy more	NG	Touch			Enter "4" if sniffs
Approach		0		Approach		0		Sniff		0	than 50% of the	STROKING	Rub			wand on first
# Checked:	0	0		# Checked:	0	0		Approach		0	time:		Knead Reach		_	presentation:
							ı	Yawn		0		빌	Show		0	
CUMULATIVE CHE]				Groom/		0		WHILE	underside		0		
SESSION		whit	e (a) gray (o)					Shake body		Ü			Sniff		0	
1st =) 1	NOTE: If the cat				Standing		0			Play				
Day AM PI	VI)			accumulates		1000000		Still Moving		0		0	Touch			
2nd =		C	0	marks in the		23.35.11						SSIN	Rub			Enter "7" if affiliative
Day AM/	PM	-		assessment.		1000		# Checked:	O	0		WHILE PRESSING	Knead			behaviors during
Day 2 AM/	500	C		socio								I.E.	Reach		0	pressing:
4th =												WH	Show underside		0	
DayAM/I	PM						ANIM	AL INFORMA	TION				Sniff		×	
TOTAL:	-	O	1				INTAKE DATE:		TIME	:		# Ch	ecked:	0	1	
NOTE: If at any time, the cat receives a check-mark in the white (□) column, discontinue assessment. This cat is social.						ID #: DESC.: INTAKE TYPE: START FSA on	101	KENN 28	IEL#	: M <u>or</u>		DAY 2: Session 1 Session 2		FOTAL N	DAY 2 POINTS	



GREET: Stand 1 foot in front of cage, body slightly angled, making indirect eye contact. Hold hand out, palm up, then speaks a "baby talk" phrase. Example phrase, "Hi Kitty. Whatcha doin'? What a pretty kitty...whatcha doin'? Come here."

CRACK DOOR: Stand 1 foot in front of cage, making indirect eye contact, body slightly at an angle but still facing the cat. Place hand on or near handle of the cage door and say, "Hi, Kitty!" in a friendly, soft voice. Hand is held on the handle for 30 seconds. Crack door open 1-2 inches then immediately close.

TOY: Stand 1 ft in front of the cage, body slightly angled, making indirect eye contact. A string and jiggled just inside the door of the cage to coax the cat to play for 30 seconds.

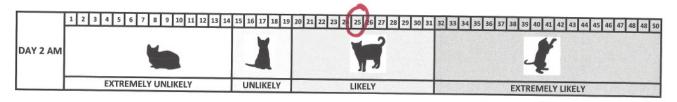
Wand: Stand in front of cage, body angled, indirect eye contact. Slowly extend wand to cat thru bars. When 2-3 attached the pole is threaded through the cage bars in from face, allow cat to sniff (5 sec). Try to pet on cheek (10 sec). Put wand 2-3 in from face to allow sniffing again (5 sec). Try to pet on cheek (10 sec). Trace wand along side of neck to top of shoulders then apply pressure (10)

A: GREET			PC	INTS	B: CRACK DOOR			POINTS	C: TOY			POINTS	D.	WAND			POINTS
Play			Ente	er "7" if	Play 🗆	Enter "9" if cat	Plav				-	Chirp			POINTS		
Touch			eye co	ontact is	Touch			is not alert.	Touch			Enter "9" affiliative	Ш	At front of			Enter "5" if head
Rub			less than 50%		Rub			semi-alert, or	Rub			behaviors at any		cage			location is at
Chirp			or ca	n't tell:	Chirp			can't tell:	Chirp			time:	ME	Approach	-	0	front or middle:
Knead				7	Knead			100	Knead			18	ANY TIME	Yawn		0	1606
At front of cage					At front of cage				At front of cage			7	A	Groom/		0	14
Reach		0			Reach		0	Enter "9" if cat	Tail Up					Shake Body			
Show		0			Show		0	withdraws or	Reach		0		\vdash	Play			Enter "7" if
underside					underside	Ü	already at back	Show					Touch			affiliative	
Sniff		0			Sniff		0	of cage:	underside		0		STROKING	Rub			behaviors during stroking:
Approach		0			Approach		0	9	Sniff		0		S Š	Knead			
# Checked:	U	0			# Checked:	d: 00			Approach		0			Reach		0	Ø
									Yawn		0		WHILE	Show			F
	CUMULATIVE CHECK-N			ARKS					Groom/		_		>	underside		0	Enter "5" if sniffs wand at first
SESSIO	V	whit	e (🗆)	gray (0)					Shake body		0			Sniff		0	presentation:
1st =			0 1		NOTE: If the cat			Standing Still Moving		0			Play			Ø	
	Day_AM/PM				accumulates 4 check-						0		(7)	Touch			
2nd =		1	00		marks in the gray (0)			Jeni Woving			O		WHILE PRESSING	Rub			
Day AM	/PM	•		0	column, discontinue assessment. This cat is			# Checked:		0 0	0		RES	Knead 🗆			
3rd =	0	C		1	socio		at 15						LEP	Reach		0	
Day_AM,		(0									WH	Show underside		0	
Day AM				0				ANIM	AL INFORMA	TION				Sniff		0	
TOTAL: 0 2						INTAKE DATE:		TIME	:		# Ch	ecked:	0	0			
NOTE: If at any time, the cat receives a check-mark in the white (□) column, discontinue assessment. This cat is			olumn,				ID #: DESC.: INTAKE TYPE:	101	KENN	NEL#	:		1 DAY 3: Session 3		AM	DAY 3 POINTS	
social.							START FSA on	(DATE)	28	AM/	em or		Session 4		TOTAL	16	



Where on the Spectrum is Charlie?

POINTS SCALE



	1 2 3 4 5 6 7 8 9 10 1	1 12 13 14 15 16 7 1	7 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 29 40 41 42 43 44 45 46 47 48 49 50 5					
DAY 3 AM	Ma	X		4				
		4	الحال					
	EXTREMELY UNLIKELY	UNLIKELY	LIKELY	EXTREMELY LIKELY				

	MATR	IX: Using Day 2	AM a	nd Day 3 AM Points Together
		L that apply:		
	DAY 2 AM:	DAY 3 AM:		Interpretation:
If	19 or LESS	11 or LESS	then	Extremely Unlikely to be socialized
If		12 - 17	then	Default to interpretation of Day 2 AM POINTS only
If	20 - 31	or 18 - 26 and	then then	Likely to be socialized Extremely Likely to be socialized
If	32 - 50	27 - 51	then	Extremely Likely to be socialized

ANIMAL	INFORMATION
INTAKE DATE:	TIME:
ID #:	KENNEL #:
DESC.:	
INTAKE TYPE:	M /
FSA STARTED (DAT	E) 1928 AM/PM



Module 1: Introduction (Complete!) Module 3: Behavior Checklist (Complete!) Module 5: Scoring (Complete!) Module 6: When to Begin the Assessment





Professional

