

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, palm up, then speak 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		
Play	<input type="checkbox"/>	
Touch	<input type="checkbox"/>	
Rub	<input type="checkbox"/>	
Chirp	<input type="checkbox"/>	
Knead	<input type="checkbox"/>	
At front of cage	<input type="checkbox"/>	
Reach		<input type="radio"/>
Show underside		<input type="radio"/>
Sniff		<input type="radio"/>
Approach		<input type="radio"/>
# Checked:		

B: CRACK DOOR		
Play	<input type="checkbox"/>	
Touch	<input type="checkbox"/>	
Rub	<input type="checkbox"/>	
Chirp	<input type="checkbox"/>	
Knead	<input type="checkbox"/>	
At front of cage	<input type="checkbox"/>	
Reach		<input type="radio"/>
Show underside		<input type="radio"/>
Sniff		<input type="radio"/>
Approach		<input type="radio"/>
# Checked:		

C: TOY		
Play	<input type="checkbox"/>	
Touch	<input type="checkbox"/>	
Rub	<input type="checkbox"/>	
Chirp	<input type="checkbox"/>	
Knead	<input type="checkbox"/>	
At front of cage	<input type="checkbox"/>	
Tail Up	<input type="checkbox"/>	
Reach		<input type="radio"/>
Show underside		<input type="radio"/>
Sniff		<input type="radio"/>
Approach		<input type="radio"/>
Yawn		<input type="radio"/>
Groom/ Shake body		<input type="radio"/>
Standing		<input type="radio"/>
Still Moving		<input type="radio"/>
# Checked:		

D: WAND		
ANY TIME	Chirp	<input type="checkbox"/>
	At front of cage	<input type="checkbox"/>
	Approach	<input type="radio"/>
	Yawn	<input type="radio"/>
WHILE STROKING	Groom/ Shake Body	<input type="radio"/>
	Play	<input type="checkbox"/>
	Touch	<input type="checkbox"/>
	Rub	<input type="checkbox"/>
	Knead	<input type="checkbox"/>
	Reach	<input type="radio"/>
WHILE PRESSING	Show underside	<input type="radio"/>
	Sniff	<input type="radio"/>
	Play	<input type="checkbox"/>
	Touch	<input type="checkbox"/>
	Rub	<input type="checkbox"/>
	Knead	<input type="checkbox"/>
Reach	<input type="radio"/>	
Show underside	<input type="radio"/>	
Sniff	<input type="radio"/>	
# Checked:		

CUMULATIVE CHECK-MARKS		
SESSION	white (☐)	gray (○)
1st = Day __AM/PM		
2nd = Day __AM/PM		
3rd = Day __AM/PM		
4th = Day __AM/PM		
TOTAL:		

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

NOTE: If the cat accumulates 1 check-mark in the white (☐) column and/or 4 check-marks in the gray (○) column, discontinue assessment. This cat is social.

ANIMAL INFORMATION

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

☐ Day 1/Session 1
 ☐ Day 2/Session 2
 ☐ Day 2/Session 3
 ☐ Day 3/Session 4

:PM

AM DAY 2

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 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	D: WAND			POINTS	
Play	<input type="checkbox"/>		Enter "7" if cat did NOT eat, or can't determine:	Play	<input type="checkbox"/>		Enter "7" if cat licks lips or nose:	Play	<input type="checkbox"/>		Enter "11" if cat's head is facing forward or cannot determine at end of assessment:	ANY TIME	Chirp	<input type="checkbox"/>		
Touch	<input type="checkbox"/>			Touch	<input type="checkbox"/>			Touch	<input type="checkbox"/>				At front of cage	<input type="checkbox"/>		
Rub	<input type="checkbox"/>			Chirp	<input type="checkbox"/>			Chirp	<input type="checkbox"/>				Approach	<input type="checkbox"/>		
Chirp	<input type="checkbox"/>			Knead	<input type="checkbox"/>			Knead	<input type="checkbox"/>				Yawn	<input type="checkbox"/>		
Knead	<input type="checkbox"/>			At front of cage	<input type="checkbox"/>			At front of cage	<input type="checkbox"/>				Groom/ Shake Body	<input type="checkbox"/>		
At front of cage	<input type="checkbox"/>		Enter "9" if affiliative behaviors at any time:	Reach	<input type="checkbox"/>			Reach	<input type="checkbox"/>		WHILE STROKING	Play	<input type="checkbox"/>		Enter "4" if sniffs wand on first presentation:	
Reach	<input type="checkbox"/>			Show underside	<input type="checkbox"/>			Show underside	<input type="checkbox"/>			Touch	<input type="checkbox"/>			
Show underside	<input type="checkbox"/>			Sniff	<input type="checkbox"/>			Sniff	<input type="checkbox"/>			Rub	<input type="checkbox"/>			
Sniff	<input type="checkbox"/>			Approach	<input type="checkbox"/>			Approach	<input type="checkbox"/>			Knead	<input type="checkbox"/>			
Approach	<input type="checkbox"/>			# Checked:				Approach	<input type="checkbox"/>			Reach	<input type="checkbox"/>			
# Checked:				Yawn	<input type="checkbox"/>			Yawn	<input type="checkbox"/>		WHILE PRESSING	Play	<input type="checkbox"/>		Enter "7" if affiliative behaviors during pressing:	
			Groom/ Shake body	<input type="checkbox"/>		Groom/ Shake body	<input type="checkbox"/>		Touch	<input type="checkbox"/>						
			Standing	<input type="checkbox"/>		Standing	<input type="checkbox"/>		Rub	<input type="checkbox"/>						
			Still Moving	<input type="checkbox"/>		Still Moving	<input type="checkbox"/>		Knead	<input type="checkbox"/>						
			# Checked:			# Checked:			Reach	<input type="checkbox"/>						

CUMULATIVE CHECK-MARKS		
SESSION	white (-)	gray (o)
1st = Day__AM/PM		
2nd = Day__AM/PM		
3rd = Day__AM/PM		
4th = Day__AM/PM		
TOTAL:		

NOTE: If the cat accumulates 1 check-mark in the white (-) column and/or 4 check-marks in the gray (o) column, discontinue assessment. This cat is social.

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

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

AM DAY 2:	AM DAY 2 POINTS
<input type="checkbox"/> Session 1	TOTAL <input type="text"/>
<input type="checkbox"/> Session 2	

AM DAY 3

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 cut 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
Play	<input type="checkbox"/>	Enter "7" if eye contact is less than 50% or can't tell:
Touch	<input type="checkbox"/>	
Rub	<input type="checkbox"/>	
Chirp	<input type="checkbox"/>	
Knead	<input type="checkbox"/>	
At front of cage	<input type="checkbox"/>	
Reach	<input type="checkbox"/>	
Show underside	<input type="checkbox"/>	
Sniff	<input type="checkbox"/>	
Approach	<input type="checkbox"/>	
# Checked:		

Enter "7" if eye contact is less than 50% or can't tell:

B: CRACK DOOR		POINTS
Play	<input type="checkbox"/>	Enter "9" if cat is not alert, semi-alert, or can't tell:
Touch	<input type="checkbox"/>	
Rub	<input type="checkbox"/>	
Chirp	<input type="checkbox"/>	
Knead	<input type="checkbox"/>	
At front of cage	<input type="checkbox"/>	
Reach	<input type="checkbox"/>	
Show underside	<input type="checkbox"/>	
Sniff	<input type="checkbox"/>	
Approach	<input type="checkbox"/>	
# Checked:		

Enter "9" if cat is not alert, semi-alert, or can't tell:

Enter "9" if cat withdraws or already at back of cage:

C: TOY		POINTS
Play	<input type="checkbox"/>	Enter "9" affiliative behaviors at any time:
Touch	<input type="checkbox"/>	
Rub	<input type="checkbox"/>	
Chirp	<input type="checkbox"/>	
Knead	<input type="checkbox"/>	
At front of cage	<input type="checkbox"/>	
Tail Up	<input type="checkbox"/>	
Reach	<input type="checkbox"/>	
Show underside	<input type="checkbox"/>	
Sniff	<input type="checkbox"/>	
Approach	<input type="checkbox"/>	
Yawn	<input type="checkbox"/>	
Groom/ Shake body	<input type="checkbox"/>	
Standing	<input type="checkbox"/>	
Still Moving	<input type="checkbox"/>	
# Checked:		

Enter "9" affiliative behaviors at any time:

D: WAND		POINTS	
ANY TIME	Chirp	<input type="checkbox"/>	Enter "5" if head location is at front or middle:
	At front of cage	<input type="checkbox"/>	
	Approach	<input type="checkbox"/>	
	Yawn	<input type="checkbox"/>	
WHILE STROKING	Groom/ Shake Body	<input type="checkbox"/>	Enter "7" if affiliative behaviors during stroking:
	Play	<input type="checkbox"/>	
	Touch	<input type="checkbox"/>	
	Rub	<input type="checkbox"/>	
	Knead	<input type="checkbox"/>	
	Reach	<input type="checkbox"/>	
WHILE PRESSING	Show underside	<input type="checkbox"/>	Enter "5" if sniffs wand at first presentation:
	Sniff	<input type="checkbox"/>	
	Play	<input type="checkbox"/>	
	Touch	<input type="checkbox"/>	
	Rub	<input type="checkbox"/>	
Knead	<input type="checkbox"/>		
Reach	<input type="checkbox"/>		
Show underside	<input type="checkbox"/>		
Sniff	<input type="checkbox"/>		
# Checked:			

Enter "5" if head location is at front or middle:

Enter "7" if affiliative behaviors during stroking:

Enter "5" if sniffs wand at first presentation:

CUMULATIVE CHECK-MARKS		
SESSION	white (☐)	gray (○)
1st = Day __AM/PM		
2nd = Day __AM/PM		
3rd = Day __AM/PM		
4th = Day __AM/PM		
TOTAL:		

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

NOTE: If the cat accumulates 1 check-mark in the white (☐) column and/or 4 check-marks in the gray (○) column, discontinue assessment. This cat is social.

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

AM DAY 3:	AM DAY 3 POINTS
<input type="checkbox"/> Session 3	TOTAL <input type="text"/>
<input type="checkbox"/> Session 4	

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.

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	
Play	<input type="checkbox"/>	Enter "7" if cat did NOT eat, or can't determine:	
Touch	<input type="checkbox"/>		
Rub	<input type="checkbox"/>		
Chirp	<input type="checkbox"/>		
Knead	<input type="checkbox"/>		
At front of cage	<input type="checkbox"/>	Enter "9" if affiliative behaviors at any time:	
Reach	<input type="checkbox"/>		
Show underside	<input type="checkbox"/>		
Sniff	<input type="checkbox"/>		
Approach	<input type="checkbox"/>		
# Checked:			

B: CRACK DOOR		POINTS	
Play	<input type="checkbox"/>	Enter "7" if cat licks lips or nose:	
Touch	<input type="checkbox"/>		
Rub	<input type="checkbox"/>		
Chirp	<input type="checkbox"/>		
Knead	<input type="checkbox"/>		
At front of cage	<input type="checkbox"/>		
Reach	<input type="checkbox"/>		
Show underside	<input type="checkbox"/>		
Sniff	<input type="checkbox"/>		
Approach	<input type="checkbox"/>		
# Checked:			

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

D: WAND		POINTS	
ANY TIME	Chirp	<input type="checkbox"/>	
	At front of cage	<input type="checkbox"/>	
	Approach	<input type="checkbox"/>	
	Yawn	<input type="checkbox"/>	
WHILE STROKING	Groom/ Shake Body	<input type="checkbox"/>	
	Play	<input type="checkbox"/>	Enter "4" if sniffs wand on first presentation:
	Touch	<input type="checkbox"/>	
	Rub	<input type="checkbox"/>	
	Knead	<input type="checkbox"/>	
	Reach	<input type="checkbox"/>	
Show underside	<input type="checkbox"/>		
WHILE PRESSING	Sniff	<input type="checkbox"/>	
	Play	<input type="checkbox"/>	Enter "7" if affiliative behaviors during pressing:
	Touch	<input type="checkbox"/>	
	Rub	<input type="checkbox"/>	
	Knead	<input type="checkbox"/>	
Reach	<input type="checkbox"/>		
Show underside	<input type="checkbox"/>		
Sniff	<input type="checkbox"/>		
# Checked:			

CUMULATIVE CHECK-MARKS		
SESSION	white (-)	gray (o)
1st = Day__AM/PM		
2nd = Day__AM/PM		
3rd = Day__AM/PM		
4th = Day__AM/PM		
TOTAL:		

NOTE: If the cat accumulates 1 check-mark in the white (-) column and/or 4 check-marks in the gray (o) column, discontinue assessment. This cat is social.

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

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

AM DAY 2:		AM DAY 2 POINTS
<input type="checkbox"/> Session 1	TOTAL	
<input type="checkbox"/> Session 2		

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	<input type="checkbox"/>		Enter "7" if cat did NOT eat, or can't determine:
Touch	<input type="checkbox"/>		
Rub	<input type="checkbox"/>		
Chirp	<input type="checkbox"/>		
Knead	<input type="checkbox"/>		
At front of cage	<input type="checkbox"/>		Enter "9" if affiliative behaviors at any time:
Reach		<input type="radio"/>	
Show underside		<input type="radio"/>	
Sniff		<input checked="" type="radio"/>	
Approach		<input checked="" type="radio"/>	
# Checked:	0	2	7

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 DOOR			POINTS
Play	<input type="checkbox"/>		Enter "7" if cat licks lips or nose: 7
Touch	<input type="checkbox"/>		
Rub	<input type="checkbox"/>		
Chirp	<input type="checkbox"/>		
Knead	<input type="checkbox"/>		
At front of cage	<input checked="" type="checkbox"/>		
Reach		<input type="checkbox"/>	
Show underside		<input type="checkbox"/>	
Sniff		<input checked="" type="checkbox"/>	
Approach	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
# Checked:	1	1	

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	<input type="checkbox"/>		Enter "11" if cat's head is facing forward or cannot determine at end of assessment:
Touch	<input type="checkbox"/>		
Rub	<input type="checkbox"/>		
Chirp	<input type="checkbox"/>		
Knead	<input type="checkbox"/>		
At front of cage	<input type="checkbox"/>		
Tail Up	<input type="checkbox"/>		11
Reach	<input type="radio"/>		Enter "5" if cat paid attention to toy more than 50% of the time:
Show underside	<input type="radio"/>		
Sniff	<input type="radio"/>		
Approach	<input type="radio"/>		
Yawn	<input type="radio"/>		
Groom/ Shake body	<input type="radio"/>		
Standing	<input type="radio"/>		
Still Moving	<input type="radio"/>		
# Checked:	<input checked="" type="radio"/>	<input checked="" type="radio"/>	5

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
ANY TIME	Chirp	<input type="checkbox"/>	
	At front of cage	<input type="checkbox"/>	
	Approach	<input type="radio"/>	
	Yawn	<input type="radio"/>	
	Groom/ Shake Body	<input type="radio"/>	
WHILE STROKING	Play	<input type="checkbox"/>	Enter "4" if sniffs wand on first presentation: <input type="text"/>
	Touch	<input type="checkbox"/>	
	Rub	<input type="checkbox"/>	
	Knead	<input type="checkbox"/>	
	Reach	<input type="radio"/>	
	Show underside	<input type="radio"/>	
	Sniff	<input type="radio"/>	
WHILE PRESSING	Play	<input type="checkbox"/>	Enter "7" if affiliative behaviors during pressing: <input type="text"/>
	Touch	<input type="checkbox"/>	
	Rub	<input type="checkbox"/>	
	Knead	<input type="checkbox"/>	
	Reach	<input type="radio"/>	
	Show underside	<input type="radio"/>	
	Sniff	<input type="radio"/>	
# Checked:		<input checked="" type="radio"/>	<input checked="" type="radio"/>

PINKY'S FULL SCORE SHEET

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.

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A: GREET		POINTS
Play	<input type="checkbox"/>	Enter "7" if cat did NOT eat, or can't determine:
Touch	<input type="checkbox"/>	
Rub	<input type="checkbox"/>	
Chirp	<input type="checkbox"/>	
Knead	<input type="checkbox"/>	7
At front of cage	<input type="checkbox"/>	Enter "9" if affiliative behaviors at any time:
Reach	<input type="checkbox"/>	
Show underside	<input type="checkbox"/>	
Sniff	<input type="checkbox"/>	
Approach	<input type="checkbox"/>	
# Checked:	02	

B: CRACK DOOR		POINTS
Play	<input type="checkbox"/>	Enter "7" if cat licks lips or nose:
Touch	<input type="checkbox"/>	
Rub	<input type="checkbox"/>	
Chirp	<input type="checkbox"/>	
Knead	<input type="checkbox"/>	7
At front of cage	<input type="checkbox"/>	Enter "11" if cat's head is facing forward or cannot determine at end of assessment:
Reach	<input type="checkbox"/>	
Show underside	<input type="checkbox"/>	
Sniff	<input type="checkbox"/>	
Approach	<input type="checkbox"/>	
# Checked:	11	

C: TOY		POINTS
Play	<input type="checkbox"/>	Enter "11" if cat's head is facing forward or cannot determine at end of assessment:
Touch	<input type="checkbox"/>	
Rub	<input type="checkbox"/>	
Chirp	<input type="checkbox"/>	
Knead	<input type="checkbox"/>	11
At front of cage	<input type="checkbox"/>	Enter "5" if cat paid attention to toy more than 50% of the time:
Tail Up	<input type="checkbox"/>	
Reach	<input type="checkbox"/>	
Show underside	<input type="checkbox"/>	
Sniff	<input type="checkbox"/>	
Approach	<input type="checkbox"/>	
Yawn	<input type="checkbox"/>	5
Groom/ Shake body	<input type="checkbox"/>	# Checked: 00
Standing	<input type="checkbox"/>	
Still Moving	<input type="checkbox"/>	

D: WAND		POINTS	
ANY TIME	Chirp	<input type="checkbox"/>	
	At front of cage	<input type="checkbox"/>	
	Approach	<input type="checkbox"/>	
	Yawn	<input type="checkbox"/>	
WHILE STROKING	Groom/ Shake Body	<input type="checkbox"/>	Enter "4" if sniffs wand on first presentation:
	Play	<input type="checkbox"/>	
	Touch	<input type="checkbox"/>	
	Rub	<input type="checkbox"/>	
	Knead	<input type="checkbox"/>	
	Reach	<input type="checkbox"/>	
WHILE PRESSING	Show underside	<input type="checkbox"/>	Enter "7" if affiliative behaviors during pressing:
	Sniff	<input type="checkbox"/>	
	Play	<input type="checkbox"/>	
	Touch	<input type="checkbox"/>	
	Rub	<input type="checkbox"/>	
	Knead	<input type="checkbox"/>	
Reach	<input type="checkbox"/>	# Checked: 00	
Show underside	<input type="checkbox"/>		
Sniff	<input type="checkbox"/>		

CUMULATIVE CHECK-MARKS		
SESSION	white (☐)	gray (○)
1st = Day __AM/PM	1	3
2nd = Day __AM/PM	↓	↓
3rd = Day __AM/PM	↓	↓
4th = Day __AM/PM	↓	↓
TOTAL:	1	3

NOTE: If the cat accumulates 1 check-mark in the white (☐) column and/or 4 check-marks in the gray (○) column, discontinue assessment. This cat is social.

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

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

AM DAY 2:
 Session 1
 Session 2
 or

AM DAY 2 POINTS
 TOTAL 39




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	39	40	41	42	43	44	45	46	47	48	49	50
DAY 2 AM																																																		
	EXTREMELY UNLIKELY										UNLIKELY					LIKELY										EXTREMELY LIKELY																								

	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	39	40	41	42	43	44	45	46	47	48	49	50	51
DAY 3 AM																																																			
	EXTREMELY UNLIKELY										UNLIKELY					LIKELY										EXTREMELY LIKELY																									

MATRIX: Using Day 2 AM and Day 3 AM Points Together			
Circle ALL 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 and 18 - 26	then 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:	
FSA STARTED (DATE)	AM/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 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	<input type="checkbox"/>	<input type="checkbox"/>
Touch	<input type="checkbox"/>	<input type="checkbox"/>
Rub	<input type="checkbox"/>	<input type="checkbox"/>
Chirp	<input type="checkbox"/>	<input type="checkbox"/>
Knead	<input type="checkbox"/>	<input type="checkbox"/>
At front of cage	<input type="checkbox"/>	<input type="checkbox"/>
Reach	<input type="checkbox"/>	<input type="radio"/>
Show underside	<input type="checkbox"/>	<input type="radio"/>
Sniff	<input type="checkbox"/>	<input type="radio"/>
Approach	<input type="checkbox"/>	<input type="radio"/>
# Checked:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

B: CRACK DOOR		
Play	<input type="checkbox"/>	<input type="checkbox"/>
Touch	<input type="checkbox"/>	<input type="checkbox"/>
Rub	<input type="checkbox"/>	<input type="checkbox"/>
Chirp	<input type="checkbox"/>	<input type="checkbox"/>
Knead	<input type="checkbox"/>	<input type="checkbox"/>
At front of cage	<input type="checkbox"/>	<input type="checkbox"/>
Reach	<input type="checkbox"/>	<input type="radio"/>
Show underside	<input type="checkbox"/>	<input type="radio"/>
Sniff	<input type="checkbox"/>	<input checked="" type="radio"/>
Approach	<input type="checkbox"/>	<input type="radio"/>
# Checked:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

C: TOY		
Play	<input type="checkbox"/>	<input type="checkbox"/>
Touch	<input type="checkbox"/>	<input type="checkbox"/>
Rub	<input type="checkbox"/>	<input type="checkbox"/>
Chirp	<input type="checkbox"/>	<input type="checkbox"/>
Knead	<input type="checkbox"/>	<input type="checkbox"/>
At front of cage	<input type="checkbox"/>	<input type="checkbox"/>
Tail Up	<input type="checkbox"/>	<input type="checkbox"/>
Reach	<input type="checkbox"/>	<input type="radio"/>
Show underside	<input type="checkbox"/>	<input type="radio"/>
Sniff	<input type="checkbox"/>	<input type="radio"/>
Approach	<input type="checkbox"/>	<input type="radio"/>
Yawn	<input type="checkbox"/>	<input type="radio"/>
Groom/ Shake body	<input type="checkbox"/>	<input type="radio"/>
Standing	<input type="checkbox"/>	<input type="radio"/>
Still Moving	<input type="checkbox"/>	<input type="radio"/>
# Checked:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

D: WAND			
ANY TIME	Chirp	<input type="checkbox"/>	<input type="checkbox"/>
	At front of cage	<input type="checkbox"/>	<input type="checkbox"/>
	Approach	<input type="checkbox"/>	<input type="radio"/>
	Yawn	<input type="checkbox"/>	<input type="radio"/>
WHILE STROKING	Groom/ Shake Body	<input type="checkbox"/>	<input type="radio"/>
	Play	<input type="checkbox"/>	<input type="checkbox"/>
	Touch	<input type="checkbox"/>	<input type="checkbox"/>
	Rub	<input type="checkbox"/>	<input type="checkbox"/>
	Knead	<input type="checkbox"/>	<input type="checkbox"/>
	Reach	<input type="checkbox"/>	<input type="radio"/>
WHILE PRESSING	Show underside	<input type="checkbox"/>	<input type="radio"/>
	Sniff	<input type="checkbox"/>	<input type="radio"/>
	Play	<input type="checkbox"/>	<input type="checkbox"/>
	Touch	<input type="checkbox"/>	<input type="checkbox"/>
	Rub	<input type="checkbox"/>	<input type="checkbox"/>
WHILE PRESSING	Knead	<input type="checkbox"/>	<input type="checkbox"/>
	Reach	<input type="checkbox"/>	<input type="radio"/>
	Show underside	<input type="checkbox"/>	<input type="radio"/>
Sniff	<input type="checkbox"/>	<input type="radio"/>	
# Checked:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	

CUMULATIVE CHECK-MARKS		
SESSION	white (☐)	gray (○)
1st = Day <u>1</u> AM/PM	<input type="checkbox"/>	<input checked="" type="checkbox"/>
2nd = Day ___ AM/PM	<input type="checkbox"/>	<input type="checkbox"/>
3rd = Day ___ AM/PM	<input type="checkbox"/>	<input type="checkbox"/>
4th = Day ___ AM/PM	<input type="checkbox"/>	<input type="checkbox"/>
TOTAL:	<input type="checkbox"/>	<input checked="" type="checkbox"/>

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

NOTE: If the cat accumulates 1 check-mark in the white (☐) column and/or 4 check-marks in the gray (○) column, discontinue assessment. This cat is social.

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

- 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 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	
Play <input type="checkbox"/>	Enter "7" if cat did NOT eat, or can't determine:	0
Touch <input type="checkbox"/>		
Rub <input type="checkbox"/>		
Chirp <input type="checkbox"/>		
Knead <input type="checkbox"/>	Enter "9" if affiliative behaviors at any time:	9
At front of cage <input type="checkbox"/>		
Reach <input type="checkbox"/>		
Show underside <input type="checkbox"/>		
Sniff <input checked="" type="checkbox"/>		
Approach <input type="checkbox"/>		
# Checked:	0	1

B: CRACK DOOR	POINTS	
Play <input type="checkbox"/>	Enter "7" if cat licks lips or nose:	0
Touch <input type="checkbox"/>		
Rub <input type="checkbox"/>		
Chirp <input type="checkbox"/>		
Knead <input type="checkbox"/>		
At front of cage <input type="checkbox"/>		
Reach <input type="checkbox"/>		
Show underside <input type="checkbox"/>		
Sniff <input type="checkbox"/>		
Approach <input type="checkbox"/>		
# Checked:	0	0

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

D: WAND	POINTS	
ANY TIME	Chirp <input type="checkbox"/>	Enter "4" if sniffs wand on first presentation:
	At front of cage <input type="checkbox"/>	
	Approach <input type="checkbox"/>	
	Yawn <input type="checkbox"/>	
WHILE STROKING	Groom/Shake Body <input type="checkbox"/>	0
	Play <input type="checkbox"/>	
	Touch <input type="checkbox"/>	
	Rub <input type="checkbox"/>	
WHILE PRESSING	Knead <input type="checkbox"/>	Enter "7" if affiliative behaviors during pressing:
	Reach <input type="checkbox"/>	
	Show underside <input type="checkbox"/>	
	Sniff <input type="checkbox"/>	
WHILE PRESSING	Play <input type="checkbox"/>	7
	Touch <input checked="" type="checkbox"/>	
	Rub <input type="checkbox"/>	
	Knead <input type="checkbox"/>	
WHILE PRESSING	Reach <input type="checkbox"/>	0
	Show underside <input type="checkbox"/>	
	Sniff <input type="checkbox"/>	
	Sniff <input type="checkbox"/>	
# Checked:	1	0

CUMULATIVE CHECK-MARKS		
SESSION	white (□)	gray (○)
1st =		
Day <u>1</u> AM/PM	0	2
2nd =		
Day <u>2</u> AM/PM	1	1
3rd =		
Day ___ AM/PM		
4th =		
Day ___ AM/PM		
TOTAL:	1	3

NOTE: If the cat accumulates 4 check-marks in the gray (○) column, discontinue assessment. This cat is social.

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





ANIMAL INFORMATION	
INTAKE DATE:	TIME:
ID #:	KENNEL #:
DESC.:	
INTAKE TYPE:	
START FSA on (DATE)	<u>5/12</u> AM/PM





AM DAY 2:
 Session 1
 Session 2

or

AM DAY 2 POINTS
TOTAL 32

Where on the Spectrum is this cat?

		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	39	40	41	42	43	44	45	46	47	48	49	50
DAY 2 AM																																																			
	EXTREMELY UNLIKELY	UNLIKELY										LIKELY										EXTREMELY LIKELY																													

		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	39	40	41	42	43	44	45	46	47	48	49	50	51
DAY 3 AM																																																				
	EXTREMELY UNLIKELY	UNLIKELY										LIKELY										EXTREMELY LIKELY																														

Charlie

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 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	<input type="checkbox"/>	<input type="checkbox"/>
Touch	<input type="checkbox"/>	<input type="checkbox"/>
Rub	<input type="checkbox"/>	<input type="checkbox"/>
Chirp	<input type="checkbox"/>	<input type="checkbox"/>
Knead	<input type="checkbox"/>	<input type="checkbox"/>
At front of cage	<input type="checkbox"/>	<input type="checkbox"/>
Reach	<input type="checkbox"/>	<input type="radio"/>
Show underside	<input type="checkbox"/>	<input type="radio"/>
Sniff	<input type="checkbox"/>	<input type="radio"/>
Approach	<input type="checkbox"/>	<input type="radio"/>
# Checked:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

B: CRACK DOOR		
Play	<input type="checkbox"/>	<input type="checkbox"/>
Touch	<input type="checkbox"/>	<input type="checkbox"/>
Rub	<input type="checkbox"/>	<input type="checkbox"/>
Chirp	<input type="checkbox"/>	<input type="checkbox"/>
Knead	<input type="checkbox"/>	<input type="checkbox"/>
At front of cage	<input type="checkbox"/>	<input type="checkbox"/>
Reach	<input type="checkbox"/>	<input type="radio"/>
Show underside	<input type="checkbox"/>	<input type="radio"/>
Sniff	<input type="checkbox"/>	<input type="radio"/>
Approach	<input type="checkbox"/>	<input type="radio"/>
# Checked:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

C: TOY		
Play	<input type="checkbox"/>	<input type="checkbox"/>
Touch	<input type="checkbox"/>	<input type="checkbox"/>
Rub	<input type="checkbox"/>	<input type="checkbox"/>
Chirp	<input type="checkbox"/>	<input type="checkbox"/>
Knead	<input type="checkbox"/>	<input type="checkbox"/>
At front of cage	<input type="checkbox"/>	<input type="checkbox"/>
Tail Up	<input type="checkbox"/>	<input type="checkbox"/>
Reach	<input type="checkbox"/>	<input type="radio"/>
Show underside	<input type="checkbox"/>	<input type="radio"/>
Sniff	<input type="checkbox"/>	<input type="radio"/>
Approach	<input type="checkbox"/>	<input type="radio"/>
Yawn	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Groom/ Shake body	<input type="checkbox"/>	<input type="radio"/>
Standing	<input type="checkbox"/>	<input type="radio"/>
Still Moving	<input type="checkbox"/>	<input type="radio"/>
# Checked:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

D: WAND			
ANY TIME	Chirp	<input type="checkbox"/>	<input type="checkbox"/>
	At front of cage	<input type="checkbox"/>	<input type="checkbox"/>
	Approach	<input type="checkbox"/>	<input type="radio"/>
	Yawn	<input type="checkbox"/>	<input type="radio"/>
	Groom/ Shake Body	<input type="checkbox"/>	<input type="radio"/>
WHILE STROKING	Play	<input type="checkbox"/>	<input type="checkbox"/>
	Touch	<input type="checkbox"/>	<input type="checkbox"/>
	Rub	<input type="checkbox"/>	<input type="checkbox"/>
	Knead	<input type="checkbox"/>	<input type="checkbox"/>
	Reach	<input type="checkbox"/>	<input type="radio"/>
	Show underside	<input type="checkbox"/>	<input type="radio"/>
	Sniff	<input type="checkbox"/>	<input type="radio"/>
WHILE PRESSING	Play	<input type="checkbox"/>	<input type="checkbox"/>
	Touch	<input type="checkbox"/>	<input type="checkbox"/>
	Rub	<input type="checkbox"/>	<input type="checkbox"/>
	Knead	<input type="checkbox"/>	<input type="checkbox"/>
	Reach	<input type="checkbox"/>	<input type="radio"/>
	Show underside	<input type="checkbox"/>	<input type="radio"/>
	Sniff	<input type="checkbox"/>	<input type="radio"/>
# Checked:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	

CUMULATIVE CHECK-MARKS		
SESSION	white (☐)	gray (○)
1st = Day __AM/PM	<input checked="" type="checkbox"/>	<input type="checkbox"/>
2nd = Day __AM/PM	<input checked="" type="checkbox"/>	<input type="checkbox"/>
3rd = Day __AM/PM	<input checked="" type="checkbox"/>	<input type="checkbox"/>
4th = Day __AM/PM	<input checked="" type="checkbox"/>	<input type="checkbox"/>
TOTAL:	<input checked="" type="checkbox"/>	<input type="checkbox"/>

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

NOTE: If the cat accumulates 1 check-mark in the white (☐) column and/or 4 check-marks in the gray (○) column, discontinue assessment. This cat is social.

ANIMAL INFORMATION	
INTAKE DATE:	TIME:
ID #:	KENNEL #:
DESC.:	
INTAKE TYPE:	
START FSA on (DATE) 10/28 AM/PM	

- Day 1/Session 1
- Day 2/Session 2
- Day 2/Session 3
- Day 3/Session 4

:PM

Charlie

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 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
Play <input type="checkbox"/>	Enter "7" if cat did NOT eat, or can't determine:
Touch <input type="checkbox"/>	
Rub <input type="checkbox"/>	
Chirp <input type="checkbox"/>	
Knead <input type="checkbox"/>	7
At front of cage <input type="checkbox"/>	Enter "9" if affiliative behaviors at any time:
Reach <input type="checkbox"/>	
Show underside <input type="checkbox"/>	
Sniff <input type="checkbox"/>	
Approach <input type="checkbox"/>	
# Checked: <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	

B: CRACK DOOR	POINTS
Play <input type="checkbox"/>	Enter "7" if cat licks lips or nose:
Touch <input type="checkbox"/>	
Rub <input type="checkbox"/>	
Chirp <input type="checkbox"/>	
Knead <input type="checkbox"/>	7
At front of cage <input type="checkbox"/>	
Reach <input type="checkbox"/>	
Show underside <input type="checkbox"/>	
Sniff <input type="checkbox"/>	
Approach <input type="checkbox"/>	
# Checked: <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	

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

D: WAND	POINTS
Chirp <input type="checkbox"/>	ANY TIME
At front of cage <input type="checkbox"/>	
Approach <input type="checkbox"/>	
Yawn <input type="checkbox"/>	
Groom/ Shake Body <input type="checkbox"/>	
Play <input type="checkbox"/>	WHILE STROKING
Touch <input type="checkbox"/>	
Rub <input type="checkbox"/>	
Knead <input type="checkbox"/>	
Reach <input type="checkbox"/>	
Show underside <input type="checkbox"/>	0
Sniff <input type="checkbox"/>	
Play <input type="checkbox"/>	WHILE PRESSING
Touch <input type="checkbox"/>	
Rub <input type="checkbox"/>	
Knead <input type="checkbox"/>	
Reach <input type="checkbox"/>	
Show underside <input type="checkbox"/>	0
Sniff <input type="checkbox"/>	
# Checked: <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	

CUMULATIVE CHECK-MARKS		
SESSION	white (□)	gray (○)
1st = Day 1 AM/PM	<input type="checkbox"/>	<input type="checkbox"/>
2nd = Day 2 AM/PM	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
3rd = Day 2 AM/PM	<input type="checkbox"/>	<input type="checkbox"/>
4th = Day 3 AM/PM	<input type="checkbox"/>	<input type="checkbox"/>
TOTAL:	<input checked="" type="checkbox"/>	<input type="checkbox"/>

NOTE: If the cat accumulates 4 check-marks in the gray (○) column, discontinue assessment. This cat is social.

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

ANIMAL INFORMATION	
INTAKE DATE:	TIME:
ID #:	KENNEL #:
DESC.:	
INTAKE TYPE:	
START FSA on (DATE)	10/28 AM/PM

AM DAY 2:
 Session 1
 or Session 2

AM DAY 2 POINTS
 TOTAL **25**

Charlie

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 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
Play	<input type="checkbox"/>	Enter "7" if cat did NOT eat, or can't determine:
Touch	<input type="checkbox"/>	
Rub	<input type="checkbox"/>	
Chirp	<input type="checkbox"/>	
Knead	<input type="checkbox"/>	
At front of cage	<input type="checkbox"/>	Enter "9" if affiliative behaviors at any time:
Reach	<input type="radio"/>	
Show underside	<input type="radio"/>	
Sniff	<input type="radio"/>	
Approach	<input type="radio"/>	
# Checked:	<input checked="" type="radio"/> <input checked="" type="radio"/>	

B: CRACK DOOR		POINTS
Play	<input type="checkbox"/>	Enter "7" if cat licks lips or nose:
Touch	<input type="checkbox"/>	
Rub	<input type="checkbox"/>	
Chirp	<input type="checkbox"/>	
Knead	<input type="checkbox"/>	
At front of cage	<input type="checkbox"/>	
Reach	<input type="radio"/>	
Show underside	<input type="radio"/>	
Sniff	<input type="radio"/>	
Approach	<input type="radio"/>	
# Checked:	<input checked="" type="radio"/> <input checked="" type="radio"/>	

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

D: WAND		POINTS	
ANY TIME	Chirp	<input type="checkbox"/>	
	At front of cage	<input type="checkbox"/>	
	Approach	<input type="radio"/>	
	Yawn	<input type="radio"/>	
WHILE STROKING	Groom/ Shake Body	<input type="radio"/>	Enter "4" if sniffs wand on first presentation:
	Play	<input type="checkbox"/>	
	Touch	<input type="checkbox"/>	
	Rub	<input type="checkbox"/>	
	Knead	<input type="checkbox"/>	
	Reach	<input type="radio"/>	
	Show underside	<input type="radio"/>	
	Sniff	<input type="radio"/>	
WHILE PRESSING	Play	<input type="checkbox"/>	Enter "7" if affiliative behaviors during pressing:
	Touch	<input type="checkbox"/>	
	Rub	<input type="checkbox"/>	
	Knead	<input type="checkbox"/>	
	Reach	<input type="radio"/>	
	Show underside	<input type="radio"/>	
Sniff	<input checked="" type="radio"/>		
# Checked:	<input checked="" type="radio"/> <input checked="" type="radio"/>		

CUMULATIVE CHECK-MARKS		
SESSION	white (□)	gray (○)
1st = Day <u>1</u> AM/PM	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
2nd = Day <u>2</u> AM/PM	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
3rd = Day <u>2</u> AM/PM	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
4th = Day ___ AM/PM		
TOTAL:	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

NOTE: If the cat accumulates 4 check-marks in the gray (○) column, discontinue assessment. This cat is social.

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

ANIMAL INFORMATION	
INTAKE DATE:	TIME:
ID #:	KENNEL #:
DESC.:	
INTAKE TYPE:	
START FSA on (DATE) <u>10/28</u> AM/PM	

~~AM DAY 2:~~

or

Session 1

Session 2

~~AM DAY 2 POINTS~~

TOTAL

Charlie

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 to 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
Play	<input type="checkbox"/>	Enter "7" if eye contact is less than 50% or can't tell: 7
Touch	<input type="checkbox"/>	
Rub	<input type="checkbox"/>	
Chirp	<input type="checkbox"/>	
Knead	<input type="checkbox"/>	
At front of cage	<input type="checkbox"/>	
Reach	<input type="checkbox"/>	
Show underside	<input type="checkbox"/>	
Sniff	<input type="checkbox"/>	
Approach	<input type="checkbox"/>	
# Checked:	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	

B: CRACK DOOR		POINTS
Play	<input type="checkbox"/>	Enter "9" if cat is not alert, semi-alert, or can't tell: 9
Touch	<input type="checkbox"/>	
Rub	<input type="checkbox"/>	
Chirp	<input type="checkbox"/>	
Knead	<input type="checkbox"/>	
At front of cage	<input type="checkbox"/>	
Reach	<input type="checkbox"/>	
Show underside	<input type="checkbox"/>	
Sniff	<input type="checkbox"/>	
Approach	<input type="checkbox"/>	
# Checked:	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	

C: TOY		POINTS
Play	<input type="checkbox"/>	Enter "9" affiliative behaviors at any time: 9
Touch	<input type="checkbox"/>	
Rub	<input type="checkbox"/>	
Chirp	<input type="checkbox"/>	
Knead	<input type="checkbox"/>	
At front of cage	<input type="checkbox"/>	
Tail Up	<input type="checkbox"/>	
Reach	<input type="checkbox"/>	
Show underside	<input type="checkbox"/>	
Sniff	<input type="checkbox"/>	
Approach	<input type="checkbox"/>	
Yawn	<input type="checkbox"/>	
Groom/Shake body	<input type="checkbox"/>	
Standing	<input type="checkbox"/>	
Still Moving	<input type="checkbox"/>	
# Checked:	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	

D: WAND		POINTS	
ANY TIME	Chirp	<input type="checkbox"/>	Enter "5" if head location is at front or middle: 5
	At front of cage	<input type="checkbox"/>	
	Approach	<input type="checkbox"/>	
	Yawn	<input type="checkbox"/>	
WHILE STROKING	Groom/Shake Body	<input type="checkbox"/>	Enter "7" if affiliative behaviors during stroking: 7
	Play	<input type="checkbox"/>	
	Touch	<input type="checkbox"/>	
	Rub	<input type="checkbox"/>	
	Knead	<input type="checkbox"/>	
	Reach	<input type="checkbox"/>	
WHILE PRESSING	Show underside	<input type="checkbox"/>	Enter "5" if sniffs wand at first presentation: 5
	Sniff	<input type="checkbox"/>	
	Play	<input type="checkbox"/>	
	Touch	<input type="checkbox"/>	
WHILE PRESSING	Rub	<input type="checkbox"/>	5
	Knead	<input type="checkbox"/>	
	Reach	<input type="checkbox"/>	
	Show underside	<input type="checkbox"/>	
	Sniff	<input type="checkbox"/>	
# Checked:	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>		

CUMULATIVE CHECK-MARKS		
SESSION	white (□)	gray (○)
1st = Day <u>1</u> AM/PM	<input checked="" type="checkbox"/>	<input type="checkbox"/>
2nd = Day <u>2</u> AM/PM	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
3rd = Day <u>2</u> AM/PM	<input checked="" type="checkbox"/>	<input type="checkbox"/>
4th = Day <u>3</u> AM/PM	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
TOTAL:	0	2

NOTE: If the cat accumulates 4 check-marks in the gray (○) column, discontinue assessment. This cat is social.

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





ANIMAL INFORMATION	
INTAKE DATE:	TIME:
ID #:	KENNEL #:
DESC.:	
INTAKE TYPE:	
START FSA on (DATE) <u>10/28</u> AM/PM	





AM DAY 3:
 Session 3
 Session 4

AM DAY 3 POINTS
TOTAL **16**

Where on the Spectrum is Charlie?

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	39	40	41	42	43	44	45	46	47	48	49	50
DAY 2 AM																																																		
	EXTREMELY UNLIKELY															UNLIKELY					LIKELY										EXTREMELY LIKELY																			

	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	39	40	41	42	43	44	45	46	47	48	49	50	51
DAY 3 AM																																																			
	EXTREMELY UNLIKELY															UNLIKELY					LIKELY										EXTREMELY LIKELY																				

MATRIX: Using Day 2 AM and Day 3 AM Points Together			
Circle ALL 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 and 18 - 26	then	Likely to be socialized
		then	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:	
FSA STARTED (DATE)	10/28 AM/PM

Module 1: Introduction (Complete!)

Module 2: Getting Ready for the FSA(Complete!)

Module 3: Behavior Checklist (Complete!)

Module 4: Assessment Items (Complete)

Module 5: Scoring (Complete!)

Module 6: When to Begin the Assessment

