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---

### CUMULATIVE CHECK-MARKS

<table>
<thead>
<tr>
<th>SESSION</th>
<th>white (□)</th>
<th>gray (○)</th>
</tr>
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<tbody>
<tr>
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<td>Day__AM/PM</td>
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<tr>
<td>TOTAL:</td>
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</tr>
</tbody>
</table>

**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.

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---

### ANIMAL INFORMATION

<table>
<thead>
<tr>
<th>INTAKE DATE:</th>
<th>TIME:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
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</table>

**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
<table>
<thead>
<tr>
<th>Session</th>
<th>Points</th>
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### ANIMAL INFORMATION
- **INTAKE DATE:**
- **TIME:**
- **ID #:**
- **KENNEL #:**
- **DESC.:**
- **INTAKE TYPE:**
- **START FSA on (DATE)_______AM/PM**

### AM DAY 2:
- **AM DAY 2 POINTS**
  - □ Session 1
  - □ Session 2
  - TOTAL:  

### PLAY
- Play □
- Touch □
- Rub □
- Chirp □
- Knead □
- At front of cage □
- Reach ○
- Show underside ○
- Sniff ○
- Approach ○
- # Checked:

### TOUCH
- Play □
- Touch ○
- Rub □
- Chirp □
- Knead □
- At front of cage □
- Reach ○
- Show underside ○
- Sniff ○
- Approach ○
- # Checked:

### RUB
- Play □
- Touch □
- Rub □
- Chirp □
- Knead □
- At front of cage □
- Reach ○
- Show underside ○
- Sniff ○
- Approach ○
- # Checked:

### REACH
- Play ○
- Touch ○
- Rub ○
- Chirp ○
- Knead □
- At front of cage ○
- Reach ○
- Tail Up □
- Yawn ○
- Groom/ Shake Body ○
- Approach ○
- # Checked:

### CHIRP
- Play □
- Touch □
- Rub □
- Chirp ○
- Knead □
- At front of cage □
- Reach ○
- Show underside ○
- Sniff ○
- Approach ○
- # Checked:

### APPROACH
- Play ○
- Touch ○
- Rub ○
- Chirp ○
- Knead □
- At front of cage ○
- Reach ○
- Sniff ○
- Approach ○
- # Checked:

### KNEAD
- Play ○
- Touch ○
- Rub ○
- Chirp ○
- Knead ○
- At front of cage ○
- Reach ○
- Show underside ○
- Sniff ○
- Approach ○
- # Checked:

### YAWN
- Play ○
- Touch ○
- Rub ○
- Chirp ○
- Knead □
- At front of cage ○
- Reach ○
- Show underside ○
- Sniff ○
- Approach ○
- # Checked:

### TAIL UP
- Play ○
- Touch ○
- Rub ○
- Chirp ○
- Knead □
- At front of cage ○
- Reach ○
- Show underside ○
- Sniff ○
- Approach ○
- # Checked:

### SHOW
- Play ○
- Touch ○
- Rub ○
- Chirp ○
- Knead □
- At front of cage ○
- Reach ○
- Show underside ○
- Sniff ○
- Approach ○
- # Checked:

### GRAND TOTAL
- Play □
- Touch ○
- Rub □
- Chirp ○
- Knead □
- At front of cage □
- Reach ○
- Show underside ○
- Sniff ○
- Approach ○
- # Checked:

### CUMULATIVE CHECK-MARKS
- 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 (○) column, discontinue assessment. This cat is social.

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- 3rd = Day__AM/PM
- 4th = Day__AM/PM
- TOTAL:

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### TOTAL:
- AM DAY 2:
  - □ Session 1
  - □ Session 2
  - TOTAL:  

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---

### A: GREET POINTS

<table>
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</tr>
<tr>
<td>Touch</td>
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</tr>
<tr>
<td>Rub</td>
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<td>Chirp</td>
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</tr>
<tr>
<td>Knead</td>
<td>□</td>
</tr>
<tr>
<td>At front of cage</td>
<td>□</td>
</tr>
<tr>
<td>Reach</td>
<td>○</td>
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<tr>
<td>Show underside</td>
<td>○</td>
</tr>
<tr>
<td>Sniff</td>
<td>○</td>
</tr>
<tr>
<td>Approach</td>
<td>○</td>
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# Checked:

### B: CRACK DOOR POINTS

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<td>Knead</td>
<td>□</td>
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<tr>
<td>At front of cage</td>
<td>□</td>
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<tr>
<td>Reach</td>
<td>○</td>
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<tr>
<td>Sniff</td>
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# Checked:

### C: TOY POINTS

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<td>Touch</td>
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<td>Rub</td>
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<tr>
<td>Reach</td>
<td>○</td>
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<td>Show underside</td>
<td>○</td>
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<tr>
<td>Sniff</td>
<td>○</td>
</tr>
<tr>
<td>Approach</td>
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# Checked:

### D: WAND POINTS

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<td>Chirp</td>
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<tr>
<td>At front of cage</td>
<td>○</td>
</tr>
<tr>
<td>Approach</td>
<td>○</td>
</tr>
<tr>
<td>Yawn</td>
<td>○</td>
</tr>
<tr>
<td>Groom/ Shake Body</td>
<td>○</td>
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<tr>
<td>Play</td>
<td>□</td>
</tr>
<tr>
<td>Touch</td>
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<td>Show underside</td>
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<tr>
<td>Sniff</td>
<td>○</td>
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# Checked:

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<table>
<thead>
<tr>
<th>Session</th>
<th>White (□)</th>
<th>Gray (○)</th>
</tr>
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<tbody>
<tr>
<td>1st = Day__AM/PM</td>
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</tr>
<tr>
<td>4th = Day__AM/PM</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Total:

### NOTE:
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**INTAKE DATE:**

**TIME:**

**ID #:**

**KENNEL #:**

**DESC.:**

**INTAKE TYPE:**

**START FSA on (DATE)________AM/PM**

---

**AM DAY 3:**

- □ Session 3
- □ Session 4

**TOTAL**

**AM DAY 3 POINTS**
### DAY 2 AM

| 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 |
| ![Extremely Unlikely](image1.png) | ![Unlikely](image2.png) | ![Likely](image3.png) | ![Extremely Likely](image4.png) |

### EXTREMELY UNLIKELY | UNLIKELY | LIKELY | EXTREMELY LIKELY

### DAY 3 AM

| 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 |
| ![Extremely Unlikely](image1.png) | ![Unlikely](image2.png) | ![Likely](image3.png) | ![Extremely Likely](image4.png) |

### EXTREMELY UNLIKELY | UNLIKELY | LIKELY | EXTREMELY LIKELY

#### MATRIX: Using Day 2 AM and Day 3 AM Points Together

Circle **ALL** that apply:

<table>
<thead>
<tr>
<th>DAY 2 AM:</th>
<th>DAY 3 AM:</th>
<th>Interpretation:</th>
</tr>
</thead>
<tbody>
<tr>
<td>If 19 or LESS</td>
<td>11 or LESS</td>
<td>then Extremely Unlikely to be socialized</td>
</tr>
<tr>
<td>If 12 - 17</td>
<td>then Default to interpretation of Day 2 AM POINTS only</td>
<td></td>
</tr>
<tr>
<td>If 20 - 31 or 18 - 26</td>
<td>and 27 - 51</td>
<td>then Extremely Likely to be socialized</td>
</tr>
</tbody>
</table>

### ANIMAL INFORMATION

<table>
<thead>
<tr>
<th>INTAKE DATE:</th>
<th>TIME:</th>
</tr>
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<tbody>
<tr>
<td>ID #:</td>
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<tr>
<td>DESC.:</td>
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<tr>
<td>INTAKE TYPE:</td>
<td></td>
</tr>
<tr>
<td>FSA STARTED (DATE)</td>
<td>AM/PM</td>
</tr>
</tbody>
</table>
### USING THE POINTS

If the cat does not receive either one check-mark in the white column, or accumulates four check-marks in the gray column, use the points to help determine if the cat is socialized.

#### DAY 2 AM:

Point range from 0 to 50. More points means that the cat shows more of the behaviors more commonly associated with being accustomed to humans and is more likely to be socialized.

- Cats with fewer than 15 points are very likely to be Less Socialized. However, even with this cutoff there can be a few very withdrawn and frightened cats who are More Socialized.
- Cats with points between 16 and 19 are likely to be Less Socialized. However, there will probably be some More Socialized cats in this group as well.
- Cats with 20 to 31 points are likely to be More Socialized. However, some Less Socialized cats are probably in this point range as well. Some of these cats could turn out to be socialized with a bit of time/behavior modification.
- Cats with more than 31 points are extremely likely to be More Socialized.

#### DAY 3 AM:

Point range from 0 to 51. More points means that the cat shows more of the behaviors more commonly associated with being accustomed to humans and is more likely to be socialized.

- Cats with fewer than 12 points on this morning are very likely to be Less Socialized.
- Cats with 12 to 17 points can’t be determined as More or Less Socialized just by this information.
- Cats with 18 to 26 points are very likely to be More Socialized.
- Cats with more than 26 points are extremely likely to be More Socialized.

#### USING DAY 2 and DAY 3 POINTS TOGETHER:

- Cats who are over the cutoffs on both AM points (≥20 AM 2 and ≥12 AM 3) are very likely to be More Socialized. However, there are some Less Socialized cats who fit these criteria as well.

- Cats who are over the cutoff on AM 2 ONLY, are a bit more likely to be More Socialized than Less Socialized.
- Cats who are over the cutoff on only AM 3 could be either More or Less Socialized.

- A very few More Socialized cats will likely be missed on both sets of points and the Behavior Checklist.