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

B: CRACK DO	OOR	
Play		
Touch		
Rub		
Chirp		
Knead		
At front of		
cage		
Reach		0
Show		C
underside)
Sniff		0
Approach		0
# Checked:		

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

CUMULATIVE CHECK-MARKS							
SESSION	white (□)	gray (0)					
1st =							
DayAM/PM							
2nd =							
DayAM/PM							
3rd =							
DayAM/PM							
4th =							
DayAM/PM							
TOTAL:							

NOTE: If the cat
accumulates 1 checkmark in the white (□)
column and/or 4 checkmarks 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 INFORI	MATION
INTAKE DATE:	TIME:
ID #:	KENNEL #:
DESC.:	
INTAKE TYPE:	
START FSA on (DATE)	AM/PM

	Chirp	
	At front of	
ш	cage	
ANY TIME	Approach	0
Ž	Yawn	0
ď	Groom/ Shake Body	0
	Play	
(7)	Touch	
WHILE STROKING	Rub	
TRO	Knead	
E S	Reach	0
Ŧ	Show	0
>	underside	
	Sniff	0
	Play	
ŋ	Touch	
WHILE PRESSING	Rub	
PRE	Knead	
H	Reach	0
Ă	Show	0
	underside	
	Sniff	0
# Che	ecked:	

D: WAND

	Day 1/Session 1
	Day 2/Session 2
	Day 2/Session 3
П	Day 3/Session 4

:PM

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A: GREET			Р	OINTS	B: CRACK DO	OOR		POINTS	C: TOY			POINTS	D: \	WAND		POINTS	
Play			Ente	r "7" if cat	Play				Play					Chirp			
Touch			did N	NOT eat, or	Touch			Enter "7" if cat	Touch			Enter "11" if cat's		At front of			
Rub				can't	Rub			licks lips or nose:	Rub			head is facing forward or cannot	head is facing	Ш	cage		
Chirp			det	termine:	Chirp				Chirp			determine at end	ANY TIME	Approach	0		
Knead					Knead				Knead			of assessment:	ž	Yawn	0		
At front of					At front of				At front of				٩	Groom/ Shake			
cage			Ent	ter "9" if	cage				cage					Body	0		
Reach		0	af	ffiliative	Reach		0		Tail Up					Body			
Show		0		naviors at	Show		0		Reach		0			Play			
underside			ar	ny time:	underside				Show		0	Enter "5" if cat paid attention to	(7)	Touch		E . 4 :C :CC	
Sniff		0			Sniff		0		underside			toy more than	N Z	Rub		Enter "4" if sniffs wand on first	
Approach		0			Approach		0		Sniff		0	50% of the time:	STROKING	Knead		presentation:	
# Checked:					# Checked:				Approach		0			Reach	0	,	
					_				Yawn		0		WHILE	Show	0		
CUMUL	ATIVE	CHE	CK-M	1ARKS					Groom/		0		>	underside	O		
SESSIO	N	whit	te (□)	gray (0)					Shake body					Sniff	0		
1st =					NOTE: If accumulate				Standing		0			Play			
DayAM/P	М				mark in the						_		/ ,	Touch			
2nd =					column and/	or 4 ch	eck-		Still Moving		0		WHILE PRESSING	Rub		Enter "7" if affiliative	
DayAM	/PM				marks in th				# Checked:			1	RES	Knead		behaviors during	
3rd =					column, dis assessment.							•	E P	Reach	0	pressing:	
DayAM	/PM				soci		at 13						I ≼	Show			
4th =								-						underside	0	<u> </u>	
DayAM	/PM							ANI	MAL INFORMA	TION				Sniff	0		
TOTAL	.:]			INTAKE DATE:		TIME	:		# Ch	ecked:			
]			ID #:		KENN	NEL#:						
NOTE: If at any time, the cat receives a					DESC.:					A۱	/I DAY 2:	A۱	1 DAY 2 POINTS				
check-mark in the white (□) column, discontinue assessment. This cat is socio						INTAKE TYPE:					_	Session 1	AL.				
aiscontinue (изэсээП	ieiit.	i iiiS CC	ut is suciul.				START FSA o	on (DATE)		AM/P	<u>ог</u>		Session 2	TOTAL		

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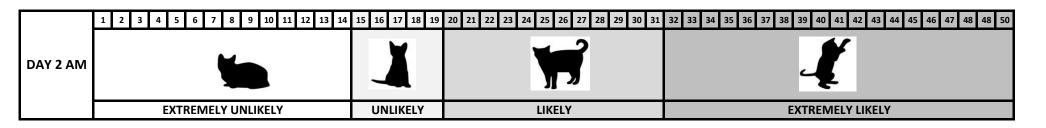
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A: GREET			Р	OINTS	B: CRACK D	OOR		POINTS	C: TOY			POINTS	D: '	WAND		POINTS
Play			Ente	r "7" if eye	Play			Enter "9" if cat is	Play					Chirp		
Touch				act is less	Touch			not alert, semi-	Touch			Enter "9" affiliative behaviors at any		At front of		Enter "5" if head location is at front
Rub				n 50% or	Rub			alert, or can't	Rub			time:	ш	cage		or middle:
Chirp			ca	ın't tell:	Chirp			tell:	Chirp				ANY TIME	Approach	0	
Knead					Knead				Knead				Ž	Yawn	0	
At front of					At front of				At front of				^	Groom/ Shake		
cage					cage				cage					Body	0	
Reach		0			Reach		0	Enter "9" if cat	Tail Up					,		
Show		0			Show		0	withdraws or	Reach		0			Play		Enter "7" if
underside					underside			already at back	Show		0		ی	Touch		affiliative
Sniff		0			Sniff		0	of cage:	underside				Ž	Rub		behaviors during
Approach		0			Approach		0		Sniff		0		STROKING	Knead		stroking:
# Checked:					# Checked:				Approach		0			Reach	0	
					=				Yawn		0		WHILE	Show	0	Enter "5" if sniffs
CUMUL	ATIVE	CHE	CK-M	ARKS					Groom/		0		>	underside		wand at first
SESSIOI	N	whit	:e (□)	gray (0)				_	Shake body					Sniff	0	presentation:
1st =					NOTE: If accumulate				Standing		0			Play		
DayAM/P	M				mark in the									Touch		
2nd =					column and/				Still Moving		0		WHILE PRESSING	Rub		
Day_AM	/PM				marks in th				# Checked:				RES	Knead		
3rd =					column, dis assessment.							•	LEP	Reach	0	
DayAM	/PM				assessment. soci		ut is						₹	Show		
4th =						****		•					_	underside	0	
DayAM	/PM							ANIN	// AL INFORMA	ΓΙΟΝ				Sniff	0	
TOTAL	:							INTAKE DATE:		TIME	:		# Cł	necked:		
								ID #:		KENI	NEL#:					
NOTE: If at any time, the cat re						DESC.:					Αſ	M DAY 3:	A۱	DAY 3 POINTS		
	check-mark in the whit discontinue assessment. T							INTAKE TYPE:						Session 3	AL.	
aiscontinue (ussessn	ient.	riis co	ıı is social.				START FSA o	n (DATE)	/	AM/P	М <u>ог</u>		Session 4	TOTAL	

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	5	1		
	EXTREMELY UNLIKELY	UNLIKELY	LIKELY	EXTREMELY LIKELY

	MATRIX: Using Day 2 AM and Day 3 AM Points Together										
	Circle <u>AL</u>	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	then	Likely to be socialized							
"	20 - 31	and 18 - 20	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)_____AM/PM

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.

ANIMA	L INFORM	ATION		
INTAKE DATE:	TI	ME:		
ID:	KENNEL	.#:		
DESC.:				
INTAKE TYPE:				
START FSA on (DA	TE)	AM/PM		
	<u>POINTS</u>			
AM DAY 2		AM DAY 3		