

DOG SCORES EXPLAINED

This document explains the score system so that teams can set the scores for dogs in a unified and standardized way.

Dog Score

Score 5: Examples: playgroup rockstar (per behavior department), lived in foster/previous home with other dogs without issue. Good extended sleepover with other dogs. Consistently good meet and greets.

Score 4: Examples: does well in playgroup most of the time. Most puppies under 6 months by default. Has had some successful meet and greets.

Score 3: Has some positive indicators and some negative indicators or right in the middle.

Score 2: Examples: has had major issues with certain kinds of dogs (m/f) (big/small) or is picky about dogs. Has potentially instigated fights. Resource guards toward dogs, so management needed in home with another dog.

Score 1: This dog cannot go to a home with another dog or recommended to interact with another dog in any way. Should only be set to 1 with OK of behavior department.

Child Score

Score 5: Examples: lived well in foster/previous home with young (under 10) children. Good extended sleepover with young children.

Score 4: Examples: good meet and greets/foster/sleepover with children (of various ages). Has a stable, calm and tolerant personality and no stranger-danger or RG tendencies. Can be handled all over. Has shown friendliness to children.

Score 3: Has some positive indicators and some negative indicators or right in the middle. A dog that has had positive interactions with older kids, but has not been observed around young children.

Score 2: Dog is recommended to go to a home with older children only. Definition of "older children" will vary depending on the dog. (Examples: nervous, fearful dog or stranger danger. Easily startled/high strung. Defensive dog. High energy, clumsy dog. Touch sensitive dog. Mouthy, humpy, snappy dog. Medically fragile/most small

dogs. Dog that shows RG behavior toward people. Dog with minor or moderate territorial behavior.

Score 1: This dog cannot go to a home with children of any age. Should only be set to 1 with OK of behavior department.

Cat Score

Score 5: Examples: lived in foster/previous home with cats. Good sleepover with cats.

Score 4: Examples: Not too much prey drive. Most puppies under 6 months by default. Has walked by cats/seen cats in the clinic with only mild curiosity/polite reaction.

Score 3: Has some positive indicators and some negative indicators or right in the middle.

Score 2: Examples: Has shown strong prey drive to small animals (more than just squirrels). Has notes of high interest to cats in previous homes/sleepovers outside of the shelter.

Score 1: This dog cannot go to a home with a cat. Should only be set to 1 with OK of behavior department.

Home Alone Score

Score 5: Dog can be reliably left loose in the house (or crate) without accidents or destruction or separation anxiety for 8 hours. Dog is not destructive in the house.

Score 4: Examples: TLAC dog who "holds it" in kennel. Dog is crate trained but not housetrained outside of the crate. Dog housetrained with occasional/minimal accidents. Puppy who is housetrained but can't hold it for 8 hours. Dog sometimes chews on inappropriate items but not often.

Score 3: Has some positive indicators and some negative indicators or right in the middle. Dog may show mild separations anxiety.

Score 2: Examples: Any puppy who is not yet housetrained. Puppies under 4 months. Adult dog who is KNOWN to be not yet housetrained. Dog who can be pretty destructive left alone. Dog who has moderate sep. anxiety.

Score 1: Dog with SEVERE separation anxiety. Incontinent dog. Should be set by behavior dept.