

Dane County Friends of Ferals

627 Post Road Madison, WI 53713 Telephone: (608) 274-4940 Website: daneferals.org

Feline Behavior Assessment

Modified from the ASPCA's Meet Your Match Feline-ality™ Assessment

<u>Cat Information</u>
Cat's name: ID#:
Age: Sex/Neuter status: MI MN FI FS MI = Male/Intact MN = Male/Neutered FI = Female/Intact FS = Female/Spayed
Breed: Color:
Admitting date:
Source: Stray Surrender Another shelter Colony
Evaluation Information
Date: MM-DD-YY Time: HH:MM a.m./p.m.
Evaluator: Assessment room location:
Assessment Checklist
□ Reviewed surrender form, if applicable □ Reviewed care staff and volunteer comments □ Cleaned hands Assessment area (i.e., Novel Room): □ Free of hiding spaces (e.g., under counters, desks, behind items, etc.) □ Quiet □ Free of distractions Equipment: □ Chair □ Cat toys □ Stopwatches (2) □ Clipboard



Ideally, the behavior assessment should take place after the cat has been housed at the shelter for at least 48 hours, with 72 hours being optimum, and prior to the spay/neuter surgery.

Approach the front of the cat's cage while speaking to the cat in a soft, normal tone of voice. Once in front of the cage, observe the cat's response to your presence through the closed cage door.

Choose one of the following responses:

At front of the cage, soliciting attention by rubbing, chirping, etc.	add 3 points	
Comes to front of cage after you encourage	add 2 points	
Does not approach but meows, chirps or blinks	add 1 point	
Does not approach	0 points	
Attempts to hide	subtract 1 point	
Hisses or growls	subtract 2 points	
Charges	subtract 3 points	

Total points for item #1

Other observations:

Item #1b-d: Feral or Fearful?

Item #1b: Remote object interaction

While the cat is in his or her cage and the door is closed, place a small diameter (approximately 1/4" or less) pole with a blunt end slowly in the cage. Gradually move the end of the pole towards the cat. If possible, gently stroke the cat with the end of the pole.

Check all behaviors that occur:

Allows stroking with pole
Sniffs pole
Shows no reaction
Turns head away/Pulls head back
Struggles/tries to escape/ Pushes body against cage wall
Hisses and/or growls
Swats/attempts to swat
Bites/attempts to bite

Other observations (e.g., freezes):

Item #1c: Food Interaction

While the cat is in his or her cage, open the door slightly and offer some food (e.g., canned cat food, baby food, etc.) on a spoon using a gloved hand (using thick handling gloves). Start at the cage door and gradually move the spoon towards the cat. Maintain your other hand on the cage door incase the door must be closed quickly.

Check all behaviors that occur:

Starts eating the food	Circle one:	without encouragement	with encouragement
Sniffs the food			
Shows no reaction			
Turns head away/Pulls head	d back		
Struggles/tries to escape/ P	ushes body against	cage wall	
Hisses and/or growls			
Swats/attempts to swat			
Bites/attempts to bite			
	·	·	·

Other observations (e.g., freezes):

Item #1b-d: Feral or Fearful (continued)?

Item #1d: Touch Interaction
While the cat is in his or her cage, open the door slightly and slowly present a gloved hand (using thick handling gloves).
Start at the cage door and gradually move the gloved hand towards the cat. If possible, gently stroke the cat with the gloved
hand. Maintain your other hand on the cage door incase the door must be closed quickly.
Check all behaviors that occur:
Allows stroking with gloved hand
Sniffs gloved hand
Shows no reaction
Turns head away/Pulls head back
Struggles/tries to escape/ Pushes body against cage wall
Hisses and/or growls
Swats/attempts to swat
Bites/attempts to bite
Other observations (e.g., freezes):

Interpreting Results of Item #1b-d

- Responses above the double line for each section are more likely to be the reactions of a fearful cat (i.e., open to human interaction).
- Responses below the double line for each section are more likely to be the reactions of a feral cat (i.e., unopen to human interaction).

Note: The information contained in Item #1b-d has yet to be scientifically validated.



CAUTION:

If the cat shows aggression, withdraws from attention, you are uncomfortable handling the cat, and/or unable to safely place the cat into a plastic carrier for Item #2a-b, stop the assessment.

Take the cat out of the cage and place him into a plastic carrier (cleaned and dry) for transport to the "Novel Room" (i.e., assessment area). Throughout this item, you will be recording the amount of time the cat is either interacting of not interacting with you. In order to obtain an accurate assessment of time spent in each activity, use two stopwatches—one to keep the total time (start when you open the crate door, end at five minutes) and the second to keep track of time, interacting with you. Click on the second stopwatch whenever an interaction begins and click it off once the interaction ends.

IMPORTANT: Other than eye contact, do not initiate, engage with or respond to the cat. Interaction includes eye contact and other behavior even when the cat is in the carrier.

Interactive behaviors include meows, chirps, looks, blinks, rubbing against you, touching you, and being in your lap. Be sure to include those behaviors made while inside the carrier after the door has been opened.

Exits carrier in 25 seconds or less with tall body posture add 1 point					
Exits carrier in 25 seconds or less with crouched body posture Exits carrier within 25 seconds and quickly scoots to hiding place, keeping body low to the ground Does not exit carrier (choose one): within 25 seconds or at all	Item #2a—Choose one:				
Exits carrier within 25 seconds and quickly scoots to hiding place, keeping body low to the ground Does not exit carrier (choose one): within 25 seconds or at all	Exits carrier in 25 seconds or less with tall body posture	add 1 point			
to the ground subtract ½ point Does not exit carrier (choose one): within 25 seconds or at all 0 points Choose one (if applicable): Investigates room while standing tall add 1 point Investigates room in a low body posture add ½ points Races out of carrier to one spot in the room and stays there subtract ½ point Total points for item #2a Item #2b—Fill in information: Time spent interacting with the evaluator (as determined by second stop watch) Time not spent interacting with the evaluator Choose one: Interacts for more than 60 seconds add 1 ½ points Interacts for 30-60 seconds add 1 point Interacts for less than 30 seconds Total points for item #2b	Exits carrier in 25 seconds or less with crouched body posture	add ½ point			
Does not exit carrier (choose one):within 25 seconds orat all 0 points Choose one (if applicable): Investigates room while standing tall add 1 point Investigates room in a low body posture add ½ points Races out of carrier to one spot in the room and stays there subtract ½ point Total points for item #2a Item #2b—Fill in information: Time spent interacting with the evaluator (as determined by second stop watch) Time not spent interacting with the evaluator Choose one: Interacts for more than 60 seconds add 1 ½ points Interacts for 30-60 seconds add 1 point Interacts for less than 30 seconds Total points for item #2b	Exits carrier within 25 seconds and quickly scoots to hiding place, keeping body low				
Choose one (if applicable): Investigates room while standing tall add 1 point Investigates room in a low body posture add ½ points Races out of carrier to one spot in the room and stays there subtract ½ point Total points for item #2a Item #2b—Fill in information: Time spent interacting with the evaluator (as determined by second stop watch) Time not spent interacting with the evaluator Choose one: Interacts for more than 60 seconds add 1 ½ points Interacts for 30-60 seconds add 1 point Interacts for less than 30 seconds 0 points Total points for item #2b	to the ground	subtract ½ point			
Investigates room while standing tall add 1 point Investigates room in a low body posture add ½ points Races out of carrier to one spot in the room and stays there subtract ½ point Total points for item #2a Item #2b—Fill in information: Time spent interacting with the evaluator (as determined by second stop watch) Time not spent interacting with the evaluator Choose one: Interacts for more than 60 seconds add 1 ½ points Interacts for 30-60 seconds add 1 point Interacts for less than 30 seconds Total points for item #2b	Does not exit carrier (choose one): within 25 seconds or at all	0 points			
Investigates room in a low body posture Races out of carrier to one spot in the room and stays there Total points for item #2a Item #2b—Fill in information: Time spent interacting with the evaluator (as determined by second stop watch) Time not spent interacting with the evaluator Choose one: Interacts for more than 60 seconds Interacts for 30-60 seconds Interacts for less than 30 seconds Interacts for less than 30 seconds Total points for item #2b	Choose one (if applicable):				
Races out of carrier to one spot in the room and stays there Total points for item #2a Item #2b—Fill in information: Time spent interacting with the evaluator (as determined by second stop watch) Time not spent interacting with the evaluator Choose one: Interacts for more than 60 seconds Interacts for 30-60 seconds Interacts for less than 30 seconds Opoints Total points for item #2b	Investigates room while standing tall	add 1 point			
Item #2b—Fill in information: Time spent interacting with the evaluator (as determined by second stop watch) Time not spent interacting with the evaluator Choose one: Interacts for more than 60 seconds Interacts for 30-60 seconds Interacts for less than 30 seconds Total points for item #2b	Investigates room in a low body posture	add ½ points			
Item #2b—Fill in information: Time spent interacting with the evaluator (as determined by second stop watch) Time not spent interacting with the evaluator Choose one: Interacts for more than 60 seconds add 1 ½ points Interacts for 30-60 seconds add 1 point Interacts for less than 30 seconds 0 points Total points for item #2b	Races out of carrier to one spot in the room and stays there	subtract ½ point			
Time spent interacting with the evaluator (as determined by second stop watch) Time not spent interacting with the evaluator Choose one: Interacts for more than 60 seconds Interacts for 30-60 seconds Interacts for less than 30 seconds O points Total points for item #2b	Tot	al points for item #2a			
Time not spent interacting with the evaluator Choose one: Interacts for more than 60 seconds Interacts for 30-60 seconds Interacts for less than 30 seconds Total points for item #2b	Item #2b—Fill in information:				
Choose one: Interacts for more than 60 seconds Interacts for 30-60 seconds Interacts for less than 30 seconds Interacts for less than 30 seconds Total points for item #2b	Time spent interacting with the evaluator (as determined by second stop watch)				
Interacts for more than 60 seconds add 1 ½ points Interacts for 30-60 seconds add 1 point Interacts for less than 30 seconds 0 points Total points for item #2b	Time not spent interacting with the evaluator				
Interacts for 30-60 seconds add 1 point Interacts for less than 30 seconds 0 points Total points for item #2b	Choose one:	· ·			
Interacts for less than 30 seconds 0 points Total points for item #2b	Interacts for more than 60 seconds	add 1 ½ points			
Total points for item #2b	Interacts for 30-60 seconds	add 1 point			
	Interacts for less than 30 seconds	0 points			
	Total points for item #2b				
Other observations:					



If at the end of Item #2 the cat is in the carrier, gently and slowly tip the carrier until the cat exits. Close the carrier door so the cat cannot reenter the carrier. Allow another 5 minutes for the cat to acclimate to the room and then proceed to Item #3.

cat several times. Extend one hand, closed in a fist, toward him or her. Stop the stopwatch when the cat approaches and makes contact with your hand or body. Allow the cat up to 30 seconds to approach. Be sure to talk softly and encourage coming forward with your voice.

Check all behaviors that occur:				
Makes eye contact	add 1 point			
Does not make eye contact	subtract 1 point			
Approaches	add 3 points			
Sniffs or head butts	add 3 points			
Roles on back or rolls over	add 2 points			
Meows, purrs, and/or chirps (circle all that apply)	add 1 point			
Watches with no approach	add 0 points			
Retreats	subtract 1 point			
Hisses and/or growls	subtract 2 points			
	Total points for Item #3			

Other observations:



If the cat has been approached and shown no aggressive behavior, proceed to Item #4. Stop the assessment if the cat displays aggressive behavior.

Item #4: Open Hand				
While still crouching, extend an open hand to the cat. Your hand should be lower than the cat's head. If the cat did not				
approach you in Item #3, walk toward and crouch next to the cat.				
Check all behaviors that occur:				
Sniffs or head butts	add 3 points			
Licks or rubs on hand	add 3 points			
Rolls on back or rolls over	add 2 points			
Meows, purrs, and/or chirps (circle all that apply)	add 2 points			
Retreats/defensive position	subtract 1 point			
Hisses and/or growls	subtract 2 points			
Swats/attempts to swat hand	subtract 2 points			
Bites/attempts to bite hand	subtract 3 points			

Other observations:



If the shown no aggressive behavior, proceed to Item #5. Stop the assessment if the cat displays aggressive behavior.

Total points for Item #4

Item #5: Stroking

While talking to the cat, use your open hand, slightly cupped, to stoke the cat in long strokes along the head, back, and

sides. Continue for 4-5 long slow strokes, if possible.	
Check all behaviors that occur:	
Rubs against legs or hand	add 3 points
Head butts	add 3 points
Circles you attentively	add 2 points
Meows, purrs, and/or chirps (circle all that apply)	add 2 points
Rolls on back or rolls over	add 2 points
Show initial fear but then relaxes	0 points
Retreats/defensive position	subtract 1 point
Hisses and/or growls	subtract 2 points
Swats/attempts to swat hand	subtract 2 points
Bites/attempts to bite hand	subtract 3 points
	Total points for Item #5
Other observations:	

he cat	t's reaction. Then	ry to engage the ca	it in play with other	toys from the	g/yarn along the floor he following list (for	a total of three d	lifferent
toys):	ball, toy mouse, c	at charmer, and fea	ather wand. Do not	use catnip t	toys during the beha	vior assessmen	t.
Check	all behaviors tha	nt occur:					
	Watches toy inter	tly				add 3 poi	nts
	Chases toy					add 3 poi	nts
	Comes back for s	roking				add 2 poi	nts
	Ignores toys					0 poi	nts
	Attends to someth	ing else				subtract 1 po	int
	Avoids eye contac	et				subtract 1 po	int
					Total _l	points for Item	#6
Other	observations:						
Toy pi	reference:						
Ball	Toy mouse	Cat charmer	Feather wand	None	No preference	Likes all	Other



If the cat has shown no aggressive behavior, proceed to Item #7. Stop the assessment if the cat displays aggressive behavior.

Item #7: Hug

Call the cat again until he or she approaches, or approach the cat slowly yourself. Begin to stroke the cat again and if he or she is calm, gently pick the cat up and cradle him or her against your chest, with the cat's body sideways to your chest for

Check all behaviors that occur:	
Is relaxed	add 3 points
Extends paw to evaluator's neck or shoulder in an affirmative manner	add 3 points
Meows, purrs, and/or chirps (circle all that apply)	add 2 points
Accepts hold but remains a bit tense	add 2 points
Struggles to escape	subtract 1 point
Hisses and/or growls	subtract 2 points
Stiffens and extends claws	subtract 2 points
Swats/attempts to swat	subtract 3 points
Bites/attempts to bite	subtract 3 points
	Total points for Item #7



If the cat has shown no aggressive behavior, proceed to Item #8. Stop the assessment if the cat displays aggressive behavior.

Item #8: Sensitivity

Sit on the ground and allow the cat to approach if he or she chooses. Wait at least 60 seconds before you stroke the cat along his back and gently grasp the cat's tail firmly at the base and gently pull up with a steady pressure just enough to almost, but not quite, move the cat's back feet off the floor. Hold for one second.

Check all behaviors that occur:				
Rolls onto back or rolls over	add 3 points			
Shows no reaction	add 3 points			
Meows, purrs, and/or chirps (circle all that apply)	add 1 point			
Struggles/tries to escape	0 points			
Hisses and/or growls	subtract 1 point			
Swats/attempts to swat	subtract 2 points			
Bites/attempts to bite	subtract 3 points			
	Total points for Item #8			

Other observations:



Allow the cat to settle before returning to his or her cage.

scoring



If the cat scores four or fewer points on the independent-gregarious scale, refer to the section in your guide regarding decreasing stress, and reassess in 48 hours.

Likely to be talkative? See Items 1 & 3

Likely to enjoy being held? See Items 7 & 8

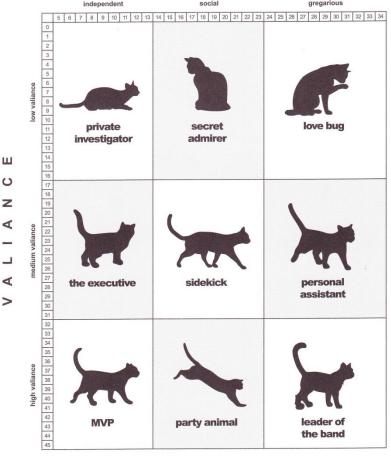
Likely to play? Favorite toys? See Item 6

overall score		
item #1		
item #2a		
item #2b		
item #3		
item #4	FEET	
item #5		
item #6		
item #7		
item #8		
body posture score		
condition of cage score		
social response score		
food score		
	independent- gregarious	valiance
total score		

determining the feline-ality

Circle the cat's independentgregarious score and valiance score. Where the two scores intersect determines the cat's Feline-ality $^{\text{\tiny TM}}$.

INDEPENDENT-GREGARIOUS



copyright © 2008 The American Society for the Prevention of Cruelty to Animals®. Reprinted with permission of the ASPCA®.