



DELTA SOCIETY[®]
The Human - Animal Health Connection

DELTA SOCIETY

Pet Partners[®] Team Evaluation

Volunteer Orientation
Package

PET PARTNERS® TEAM EVALUATION

Volunteer Orientation Package

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Introduction



The Delta team tanks you for volunteering to help with the Pet Partners® Team Evaluation.

The Evaluator running the test will meet with the volunteers before the test is scheduled to start. Bring any questions you have about the information in this package or the test.

If you and your animal will be evaluated, make sure you have safe place to keep the animal while you're working.

This package is given to volunteers assisting with the Pet Partners Team Evaluation. Your comments are invited.

Overview of Tests

The Pet Partners Team Evaluation has two tests:

- Pet Partners Skills Test (PPST)
- Pet Partners Aptitude Test (PPAT)

The tests are applied to and adapted for all animals.

The two-step process is important to make sure that animals have the training necessary to ensure that they are controllable and have the aptitude necessary to remain predictable and reliable in a variety of situations and settings. The handler must also demonstrate social skills and aptitude for working with a variety of people in different settings. In addition, these test how the **team's** ability to work well together in visiting animal programs.

Pet Partners Skills Test (PPST)

The PPST makes sure the animal is controllable and the team possesses the basic skills required for AAA/T. Not every team can participate in AAA/T.

For example, if you were running a hospital, would you want dogs making visits in your hospital that pull at the leash, jump up on people, and bark?

This test is based on the American Kennel Club's Canine Good Citizenship test, with modifications for visiting situations and for other animals.

Pet Partners Aptitude Test (PPAT)

The PPAT ensures the teams are:

- Reliable
- Predictable
- Inspire confidence in people being visited
- Suitable to the task

The PPAT also evaluates the handler's comfort in working in various kinds of visiting situations. **Teamwork** is vital to successful AAA/T interactions.

Not every animal wants to participate in AAA/T, no matter how much its handler wants it to. The PPAT provides evaluators with information about the team's aptitude for AAA/T.

... And Now a Word about Consistency

With all the different programs that certify teams, there must be consistency in how teams are evaluated to be Pet Partners. The Pet Partners evaluation is based on and consistent with Delta Society's *Standard of Practice for Animal-Assisted Activities and Therapy*.

Preparing for the Test

Processes and Procedures

The specific processes and procedures to be used for the test will be covered at a meeting before the test. A sample Pet Partners® Team Evaluation Score Sheet has been included at the end of this document.

Policies

These are some general policies you need to be aware of and follow.

- The testing of the animal/handler teams starts as they enter the test area and doesn't stop until they leave.
- If, before or after a handler/animal team has been evaluated, you observe what you feel to be inappropriate or questionable behavior by that handler and/or animal, note which handler/animal has exhibited the behavior and notify the Evaluator as soon as possible.
- The Team Evaluator and the persons s/he designates are responsible for the evaluation of animals for the Pet Partners Program. The decisions of the Evaluator are final.

Protecting Yourself, Other People, the Animal being Evaluated, and Other Animals

The processes, procedures, and policies followed during the evaluation provide a high level of protection for everyone involved in the test. This section identifies the steps the evaluator will take and what you can do to help maintain this level of protection.

Basic Precautions

Team Evaluators are trained and certified by Delta Society and have extensive experience with dogs and other animals. They recognize signs of aggression and potential problems and may be able to prevent problems.

Dogs and other animals used during the test have been previously evaluated for the appropriate temperament.

Before testing, the participants sign the necessary forms to release you and Delta Society from liability.

If an animal or handler exhibits questionable reactions, don't take any chances. Notify the Evaluator.

- For example, some dog breeds may make low, rumbling noises as you pick up their paws or handle them. If you are uncomfortable, don't be intimidated by an owner who says, "He's talking to you."

- If an animal appears shy, aggressive, out of control, or fearful, the animal will not be forced into continuing the test. The test will be stopped and, as gracefully as possible, the handler will be told that more work must be done.
- If a handler acts in an unprofessional or unkind way toward animals or people, notify the Evaluator.

When in doubt, the Evaluator makes conservative decision:

It is much better to make an error on the side of caution than to risk an accident during the test or later in a therapy visit.

Delta requires owner to present copies of rabies certificates. Some owners will ask Evaluators to “trust them” when they show up without the required proof. For the safety of all animals and individuals involved in the testing, it is critical that owners show proof before taking the test.

Observing the Animal

The ability to notice the smallest behavioral nuance, discreet changes in posture or expression, and the ability respond to these signals is the hallmark of safe versus risky evaluations, and adequate versus exceptional evaluations. Begin to develop a mental checklist to ensure that you note:

- Postural signals/stance – e.g., how the ears and tail are held, where its center of balance is, how erect it is
- Response to sounds – e.g., ignores, startles and recovers, trembles
- Changes in activity level – e.g., high to low
- Piloerection (i.e., hair standing on end) – e.g., which part of its coat is erect, if any
- Eye contact – e.g., avoids, staring, eyes closed
- Facial expression – e.g., tight versus relaxed mouth, smiling, furrowed brow
- Verbalizations – e.g., whining, barking, sighing, growling

Other Characteristics to Note

- Age – e.g., geriatric, adolescent
- Sexual status – e.g., intact, neutered/spayed
- Health problems – e.g., chronic illness, level of pain, disabilities, managed illness
- Maturity level – e.g., well-socialized versus not socialized

Postural Signal and Behavior

If an animal exhibits behaviors once or twice, do not assume that animal is stressed, afraid, etc. The animal should exhibit clusters of responses before you can be sure of the animal's condition. The majority of the characteristics that follow apply to dogs.

Certain postural signals or body language are associated with specific types of behavior. Vocalizations and facial expression (for animals that have this ability) add to the picture of specific behaviors. For example:

Aggression

- Erect hair
- Deep growling or other low pitched loud vocalizations
- Direct, fixed stare
- Erect, forward posture
- Tight mouth

Play

- Indirect eye contact
- Ears alert, moving or head moving
- Face alert
- Posture bouncing, head lowered
- High pitched vocalizations

Fear

- Body crouched or hunched
- Head down
- No eye contact
- High, singsong vocalizations

Behavior is Fluid

Behavior does not, however, skip from aggression to play to fear and back. Behavior is fluid, and postural signals or body language blends like a dance as the animal interacts with the changing environment. Many of these signals are very subtle or seem to occur out of context.

Touching the Animal

When the animal is handled, its body also communicates its feelings. A relaxed, soft body is desired. Animals that are tense, have a hard body, a clenched jaw, or are trembling may not be appropriate for AAA/T.

How to Approach an Animal

How you approach an animal will be species – and breed – specific. At a minimum, follow these recommendations:

- Posture – Use a natural posture.
- Tone of voice – Talk using a tender, singsong, high, friendly, natural tone of voice.
- Angle of approach – Don't walk straight in to the animal. Come in at a slight angle to the side.
- Movements and gestures – Do not use any quick movements or stiff gestures.
- Clothing – Do not wear dangling items. Wear neutral clothing and a minimum of jewelry.

Pet Partners® Team Evaluation Score Sheet

Attached are the Pet Partners Skills and Aptitude Tests score sheets used during evaluations.

Pet Partners® Team Evaluation Score Sheet – PPST

Handler: _____ Animal: _____
 (Name, Species, and Breed)

Date: _____ Very Small Dog? Y N (put "C" next to exercises for which dog was carried)

Handler	Animal
() Exercise 1: Review Handler's Questionnaire Team: (not scored for this exercise)	
Comments:	Comments:
() Exercise 2: Accepting a Friendly Stranger Team: NA NR 1 2 ❖	
2 <input type="checkbox"/> proactive <input type="checkbox"/> smooth <input type="checkbox"/> good interactions <input type="checkbox"/> relaxed 1 <input type="checkbox"/> some proactive <input type="checkbox"/> OK interactions <input type="checkbox"/> some stress NR <input type="checkbox"/> reactive/inactive <input type="checkbox"/> unnecessary cues <input type="checkbox"/> stressed <input type="checkbox"/> few or inappropriate interactions Comments:	2 <input type="checkbox"/> relaxed <input type="checkbox"/> smooth <input type="checkbox"/> seeks, enjoys interactions 1 <input type="checkbox"/> some stress <input type="checkbox"/> some fear, recovers <input type="checkbox"/> some displacement <input type="checkbox"/> some extra guidance <input type="checkbox"/> sometimes enjoys interactions NR <input type="checkbox"/> stressed <input type="checkbox"/> fearful <input type="checkbox"/> avoids, tolerates interactions <input type="checkbox"/> displacement clusters <input type="checkbox"/> approached <input type="checkbox"/> shield away Comments:
() Exercise 3: Accepting Petting Team: NA NR 1 2	
2 <input type="checkbox"/> proactive <input type="checkbox"/> smooth <input type="checkbox"/> good interactions <input type="checkbox"/> relaxed 1 <input type="checkbox"/> some proactive <input type="checkbox"/> OK interactions <input type="checkbox"/> some stress NR <input type="checkbox"/> reactive/inactive <input type="checkbox"/> unnecessary cues <input type="checkbox"/> stressed <input type="checkbox"/> few or inappropriate interactions Comments:	2 <input type="checkbox"/> relaxed <input type="checkbox"/> smooth <input type="checkbox"/> seeks, enjoys interactions 1 <input type="checkbox"/> some stress <input type="checkbox"/> some fear, recovers <input type="checkbox"/> some displacement <input type="checkbox"/> some extra guidance <input type="checkbox"/> sometimes enjoys interactions NR <input type="checkbox"/> stressed <input type="checkbox"/> fearful <input type="checkbox"/> avoids, tolerates interactions <input type="checkbox"/> displacement clusters <input type="checkbox"/> approached <input type="checkbox"/> shield away Comments:
() Exercise 4: Appearance and Grooming Team: NA NR 1 2 ❖	
2 <input type="checkbox"/> proactive <input type="checkbox"/> smooth <input type="checkbox"/> good interactions <input type="checkbox"/> relaxed <input type="checkbox"/> very appropriate appearance 1 <input type="checkbox"/> some proactive <input type="checkbox"/> OK interactions <input type="checkbox"/> some stress NR <input type="checkbox"/> reactive/inactive <input type="checkbox"/> unnecessary cues <input type="checkbox"/> stressed <input type="checkbox"/> few or inappropriate interactions <input type="checkbox"/> not OL appearance Comments:	2 <input type="checkbox"/> relaxed <input type="checkbox"/> smooth <input type="checkbox"/> seeks, enjoys interactions <input type="checkbox"/> very appropriate appearance 1 <input type="checkbox"/> some stress <input type="checkbox"/> some fear, recovers <input type="checkbox"/> some displacement <input type="checkbox"/> some extra guidance <input type="checkbox"/> sometimes enjoys interactions <input type="checkbox"/> OK appearance NR <input type="checkbox"/> stressed <input type="checkbox"/> fearful <input type="checkbox"/> avoids, tolerates interactions <input type="checkbox"/> displacement clusters <input type="checkbox"/> not OK appearance Comments:
() Exercise 5: Out for a Walk (all dogs must walk on _____) Team: NA NR 1 2 ❖	
2 <input type="checkbox"/> proactive <input type="checkbox"/> smooth <input type="checkbox"/> good interactions <input type="checkbox"/> relaxed 1 <input type="checkbox"/> some proactive <input type="checkbox"/> OK interactions <input type="checkbox"/> some stress NR <input type="checkbox"/> reactive/inactive <input type="checkbox"/> unnecessary cues <input type="checkbox"/> stressed <input type="checkbox"/> few or inappropriate interactions Comments:	2 <input type="checkbox"/> relaxed <input type="checkbox"/> smooth <input type="checkbox"/> loose lead 1 <input type="checkbox"/> some stress <input type="checkbox"/> some fear, recovers <input type="checkbox"/> some displacement <input type="checkbox"/> some tight lead NR <input type="checkbox"/> stressed <input type="checkbox"/> fearful <input type="checkbox"/> tight lead <input type="checkbox"/> displacement clusters Comments:
() Exercise 6: Walking through a Crowd Team: NA NR 1 2 ❖	
2 <input type="checkbox"/> proactive <input type="checkbox"/> smooth <input type="checkbox"/> good interactions <input type="checkbox"/> relaxed 1 <input type="checkbox"/> some proactive <input type="checkbox"/> OK interactions <input type="checkbox"/> some stress NR <input type="checkbox"/> reactive/inactive <input type="checkbox"/> unnecessary cues <input type="checkbox"/> stressed <input type="checkbox"/> few or inappropriate interactions Comments:	2 <input type="checkbox"/> relaxed <input type="checkbox"/> smooth <input type="checkbox"/> loose lead 1 <input type="checkbox"/> some stress <input type="checkbox"/> some fear, recovers <input type="checkbox"/> some displacement <input type="checkbox"/> some tight lead <input type="checkbox"/> distracted by crowd NR <input type="checkbox"/> stressed <input type="checkbox"/> fearful <input type="checkbox"/> approached <input type="checkbox"/> shield away <input type="checkbox"/> tight lead <input type="checkbox"/> displacement clusters Comments:

❖ Team must score no less than "2" on each of these exercises to be eligible for Complex Environment Qualification.

() Exercise 7: Reaction to Distractions		Team: NA NR 1 2	
2 <input type="checkbox"/> proactive <input type="checkbox"/> smooth <input type="checkbox"/> good interactions <input type="checkbox"/> relaxed	2 <input type="checkbox"/> relaxed <input type="checkbox"/> smooth <input type="checkbox"/> loose lead <input type="checkbox"/> no, little reaction	1 <input type="checkbox"/> some proactive <input type="checkbox"/> OK interactions <input type="checkbox"/> some stress	1 <input type="checkbox"/> some stress <input type="checkbox"/> some fear, recovers <input type="checkbox"/> some displacement
NR <input type="checkbox"/> reactive/inactive <input type="checkbox"/> unnecessary cues <input type="checkbox"/> stressed		<input type="checkbox"/> few or inappropriate interactions	<input type="checkbox"/> some tight lead <input type="checkbox"/> distracted by crowd
Comments:			<input type="checkbox"/> some startle, recovers quickly
			NR <input type="checkbox"/> stressed <input type="checkbox"/> fearful <input type="checkbox"/> approached <input type="checkbox"/> shield away <input type="checkbox"/> tight
			<input type="checkbox"/> displacement clusters <input type="checkbox"/> startles, doesn't recover
			Comments:
() Exercise 8: Sit on Cue or Pass between Strange		Team: NA NR 1 2	
2 <input type="checkbox"/> proactive <input type="checkbox"/> smooth <input type="checkbox"/> good interactions <input type="checkbox"/> relaxed	2 <input type="checkbox"/> relaxed <input type="checkbox"/> smooth <input type="checkbox"/> seeks, enjoys interactions	1 <input type="checkbox"/> some proactive <input type="checkbox"/> OK interactions <input type="checkbox"/> some stress	1 <input type="checkbox"/> some stress <input type="checkbox"/> some fear, recovers <input type="checkbox"/> some displacement
NR <input type="checkbox"/> reactive/inactive <input type="checkbox"/> unnecessary cues <input type="checkbox"/> stressed		<input type="checkbox"/> few or inappropriate interactions	<input type="checkbox"/> multiple cues <input type="checkbox"/> sometimes enjoys interactions
Comments:			NR <input type="checkbox"/> stressed <input type="checkbox"/> fearful <input type="checkbox"/> avoids, tolerates interactions
			<input type="checkbox"/> displacement clusters <input type="checkbox"/> didn't sit <input type="checkbox"/> did not stay in laps
			Comments:
() Exercise 9: Down on Cue (Skip for cats & carried dogs)		Team: NA NR 1 2	
2 <input type="checkbox"/> proactive <input type="checkbox"/> smooth <input type="checkbox"/> good interactions <input type="checkbox"/> relaxed	2 <input type="checkbox"/> relaxed <input type="checkbox"/> smooth <input type="checkbox"/> down on initial cue	1 <input type="checkbox"/> some proactive <input type="checkbox"/> OK interactions <input type="checkbox"/> some stress	1 <input type="checkbox"/> some stress <input type="checkbox"/> some fear, recovers <input type="checkbox"/> some displacement
NR <input type="checkbox"/> reactive/inactive <input type="checkbox"/> unnecessary cues <input type="checkbox"/> stressed		<input type="checkbox"/> few or inappropriate interactions	<input type="checkbox"/> multiple cues
Comments:			NR <input type="checkbox"/> stressed <input type="checkbox"/> fearful <input type="checkbox"/> displacement clusters <input type="checkbox"/> didn't do
			Comments:
() Exercise 10: Stay in Place		Team: NA NR 1 2 ❖	
2 <input type="checkbox"/> proactive <input type="checkbox"/> smooth <input type="checkbox"/> good interactions <input type="checkbox"/> relaxed	2 <input type="checkbox"/> relaxed <input type="checkbox"/> smooth <input type="checkbox"/> enjoys interactions	1 <input type="checkbox"/> some proactive <input type="checkbox"/> OK interactions <input type="checkbox"/> some stress	1 <input type="checkbox"/> some stress <input type="checkbox"/> some fear, recovers <input type="checkbox"/> some displacement
NR <input type="checkbox"/> reactive/inactive <input type="checkbox"/> unnecessary cues <input type="checkbox"/> stressed		<input type="checkbox"/> few or inappropriate interactions	<input type="checkbox"/> sometimes enjoys interactions <input type="checkbox"/> still in "boxed area"
Comments:			NR <input type="checkbox"/> stressed <input type="checkbox"/> fearful <input type="checkbox"/> avoids, tolerates interactions
			<input type="checkbox"/> displacement clusters <input type="checkbox"/> didn't stay, left "boxed area"
			Comments:
() Exercise 11: Come when Called (All dogs, dogs only)		Team: NA NR 1 2	
2 <input type="checkbox"/> proactive <input type="checkbox"/> smooth <input type="checkbox"/> good interactions <input type="checkbox"/> relaxed	2 <input type="checkbox"/> relaxed <input type="checkbox"/> smooth <input type="checkbox"/> enjoys interactions	1 <input type="checkbox"/> some proactive <input type="checkbox"/> OK interactions <input type="checkbox"/> some stress	1 <input type="checkbox"/> some stress <input type="checkbox"/> some fear, recovers <input type="checkbox"/> some displacement
NR <input type="checkbox"/> reactive/inactive <input type="checkbox"/> unnecessary cues <input type="checkbox"/> stressed		<input type="checkbox"/> few or inappropriate interactions	<input type="checkbox"/> multiple cues <input type="checkbox"/> sometimes enjoys interactions
Comments:			NR <input type="checkbox"/> stressed <input type="checkbox"/> fearful <input type="checkbox"/> avoids, tolerates interactions
			<input type="checkbox"/> displacement clusters <input type="checkbox"/> didn't come
			Comments:
() Exercise 12: Reaction to a Neutral Dog		Team: NA NR 1 2	
2 <input type="checkbox"/> proactive <input type="checkbox"/> smooth <input type="checkbox"/> good interactions <input type="checkbox"/> relaxed	2 <input type="checkbox"/> relaxed <input type="checkbox"/> smooth <input type="checkbox"/> ignores or casual interest <input type="checkbox"/> loose	1 <input type="checkbox"/> some proactive <input type="checkbox"/> OK interactions <input type="checkbox"/> some stress	1 <input type="checkbox"/> some stress <input type="checkbox"/> some fear, recovers <input type="checkbox"/> some displacement
NR <input type="checkbox"/> reactive/inactive <input type="checkbox"/> unnecessary cues <input type="checkbox"/> stressed		<input type="checkbox"/> few or inappropriate interactions	<input type="checkbox"/> some tight lead <input type="checkbox"/> sometimes enjoys interactions
Comments:			NR <input type="checkbox"/> stressed <input type="checkbox"/> fearful <input type="checkbox"/> displacement clusters <input type="checkbox"/> tight lead
			<input type="checkbox"/> avoids, tolerates interactions <input type="checkbox"/> approached <input type="checkbox"/> shield away
			Comments:

❖ Team must score no less than "2" on each of these exercises to be eligible for Complex Environment Qualification.

Pet Partners® Team Evaluation Score Sheet – PPAT

Handler: _____ Animal: _____
(Name, Species, and Breed)

Handler	Animal
Team: NA NR 1 2 ❖	
() Exercise A: Overall Exam	
2 <input type="checkbox"/> proactive <input type="checkbox"/> smooth <input type="checkbox"/> good interactions <input type="checkbox"/> relaxed 1 <input type="checkbox"/> some proactive <input type="checkbox"/> some role plays <input type="checkbox"/> some stress NR <input type="checkbox"/> reactive/inactive <input type="checkbox"/> unnecessary cues <input type="checkbox"/> no role play <input type="checkbox"/> stressed Comments:	2 <input type="checkbox"/> relaxed <input type="checkbox"/> smooth <input type="checkbox"/> seeks, enjoys interactions 1 <input type="checkbox"/> some stress <input type="checkbox"/> some fear, recovers <input type="checkbox"/> some displacement <input type="checkbox"/> some extra guidance <input type="checkbox"/> sometimes enjoys interactions NR <input type="checkbox"/> stressed <input type="checkbox"/> fearful <input type="checkbox"/> avoids, tolerates interactions <input type="checkbox"/> displacement clusters <input type="checkbox"/> too sensitive to touch Comments:
Team: NA NR 1 2 ❖	
() Exercise B: Exuberant and Clumsy Petting	
2 <input type="checkbox"/> proactive <input type="checkbox"/> smooth <input type="checkbox"/> good interactions <input type="checkbox"/> relaxed 1 <input type="checkbox"/> some proactive <input type="checkbox"/> some role plays <input type="checkbox"/> some stress NR <input type="checkbox"/> reactive/inactive <input type="checkbox"/> unnecessary cues <input type="checkbox"/> no role play <input type="checkbox"/> stressed Comments:	2 <input type="checkbox"/> relaxed <input type="checkbox"/> smooth <input type="checkbox"/> seeks, enjoys interactions 1 <input type="checkbox"/> some stress <input type="checkbox"/> some fear, recovers <input type="checkbox"/> some displacement <input type="checkbox"/> some extra guidance <input type="checkbox"/> sometimes enjoys interactions NR <input type="checkbox"/> stressed <input type="checkbox"/> fearful <input type="checkbox"/> avoids, tolerates interactions <input type="checkbox"/> displacement clusters <input type="checkbox"/> too sensitive to touch Comments:
Team: NA NR 1 2 ❖	
() Exercise C: Restraining Hug	
2 <input type="checkbox"/> proactive <input type="checkbox"/> smooth <input type="checkbox"/> good interactions <input type="checkbox"/> relaxed 1 <input type="checkbox"/> some proactive <input type="checkbox"/> some role plays <input type="checkbox"/> some stress NR <input type="checkbox"/> reactive/inactive <input type="checkbox"/> unnecessary cues <input type="checkbox"/> no role play <input type="checkbox"/> stressed Comments:	2 <input type="checkbox"/> relaxed <input type="checkbox"/> smooth <input type="checkbox"/> seeks, enjoys interactions 1 <input type="checkbox"/> some stress <input type="checkbox"/> some fear, recovers <input type="checkbox"/> some displacement <input type="checkbox"/> some extra guidance <input type="checkbox"/> sometimes enjoys interactions NR <input type="checkbox"/> stressed <input type="checkbox"/> fearful <input type="checkbox"/> avoids, tolerates interactions <input type="checkbox"/> displacement clusters <input type="checkbox"/> avoided, pulled out from hug Comments:
Team: NA NR 1 2 ❖	
() Exercise D: Staggering, Gesturing Individual	
2 <input type="checkbox"/> proactive <input type="checkbox"/> smooth <input type="checkbox"/> good interactions <input type="checkbox"/> relaxed 1 <input type="checkbox"/> some proactive <input type="checkbox"/> some role plays <input type="checkbox"/> some stress <input type="checkbox"/> startles, recovers NR <input type="checkbox"/> reactive/inactive <input type="checkbox"/> unnecessary cues <input type="checkbox"/> no role play <input type="checkbox"/> stressed Comments:	2 <input type="checkbox"/> relaxed <input type="checkbox"/> smooth <input type="checkbox"/> seeks, enjoys interactions 1 <input type="checkbox"/> some stress <input type="checkbox"/> some fear, recovers <input type="checkbox"/> some displacement <input type="checkbox"/> some extra guidance <input type="checkbox"/> sometimes enjoys interactions NR <input type="checkbox"/> stressed <input type="checkbox"/> fearful <input type="checkbox"/> avoids, tolerates interactions <input type="checkbox"/> displacement clusters Comments:
Team: NA NR 1 2 ❖	
() Exercise E: Angry Yelling	
2 <input type="checkbox"/> proactive <input type="checkbox"/> smooth <input type="checkbox"/> good interactions <input type="checkbox"/> relaxed 1 <input type="checkbox"/> some proactive <input type="checkbox"/> some role plays <input type="checkbox"/> some stress <input type="checkbox"/> startles, recovers NR <input type="checkbox"/> reactive/inactive <input type="checkbox"/> unnecessary cues <input type="checkbox"/> no role play <input type="checkbox"/> stressed Comments:	2 <input type="checkbox"/> relaxed <input type="checkbox"/> smooth <input type="checkbox"/> seeks, enjoys interactions 1 <input type="checkbox"/> some stress <input type="checkbox"/> some fear, recovers <input type="checkbox"/> some displacement <input type="checkbox"/> some extra guidance <input type="checkbox"/> sometimes enjoys interactions NR <input type="checkbox"/> stressed <input type="checkbox"/> fearful <input type="checkbox"/> avoids, tolerates interactions <input type="checkbox"/> displacement clusters Comments:
Team: NA NR 1 2 ❖	
() Exercise F: Bumped from Behind	
2 <input type="checkbox"/> proactive <input type="checkbox"/> smooth <input type="checkbox"/> good interactions <input type="checkbox"/> relaxed 1 <input type="checkbox"/> some proactive <input type="checkbox"/> some role plays <input type="checkbox"/> some stress <input type="checkbox"/> startles, recovers NR <input type="checkbox"/> reactive/inactive <input type="checkbox"/> unnecessary cues <input type="checkbox"/> no role play <input type="checkbox"/> stressed Comments:	2 <input type="checkbox"/> relaxed <input type="checkbox"/> smooth <input type="checkbox"/> seeks, enjoys interactions 1 <input type="checkbox"/> some stress <input type="checkbox"/> some fear, recovers <input type="checkbox"/> some displacement <input type="checkbox"/> some extra guidance <input type="checkbox"/> sometimes enjoys interactions NR <input type="checkbox"/> stressed <input type="checkbox"/> fearful <input type="checkbox"/> avoids, tolerates interactions <input type="checkbox"/> displacement clusters Comments:

❖ Team must score no less than “2” on each of these exercises to be eligible for Complex Environment Qualification.

Handler	Animal
Team: NA NR 1 2 ❖	
() Exercise G: Crowded & Petted by Several People	
2 <input type="checkbox"/> proactive <input type="checkbox"/> smooth <input type="checkbox"/> good interactions <input type="checkbox"/> relaxed 1 <input type="checkbox"/> some proactive <input type="checkbox"/> some role plays <input type="checkbox"/> some stress NR <input type="checkbox"/> reactive/inactive <input type="checkbox"/> unnecessary cues <input type="checkbox"/> no role play <input type="checkbox"/> stressed Comments:	2 <input type="checkbox"/> relaxed <input type="checkbox"/> smooth <input type="checkbox"/> seeks, enjoys interactions 1 <input type="checkbox"/> some stress <input type="checkbox"/> some fear, recovers <input type="checkbox"/> some displacement <input type="checkbox"/> some extra guidance <input type="checkbox"/> sometimes enjoys interactions NR <input type="checkbox"/> stressed <input type="checkbox"/> fearful <input type="checkbox"/> avoids, tolerates interactions <input type="checkbox"/> displacement clusters Comments:
Team: NA NR 1 2	
() Exercise H: Leave It	
2 <input type="checkbox"/> proactive <input type="checkbox"/> smooth <input type="checkbox"/> good interactions <input type="checkbox"/> relaxed 1 <input type="checkbox"/> some proactive <input type="checkbox"/> some role plays <input type="checkbox"/> some stress NR <input type="checkbox"/> reactive/inactive <input type="checkbox"/> unnecessary cues <input type="checkbox"/> no role play <input type="checkbox"/> stressed Comments:	2 <input type="checkbox"/> relaxed <input type="checkbox"/> smooth <input type="checkbox"/> ignored toy 1 <input type="checkbox"/> some stress <input type="checkbox"/> some fear, recovers <input type="checkbox"/> some displacement <input type="checkbox"/> some extra guidance NR <input type="checkbox"/> stressed <input type="checkbox"/> fearful <input type="checkbox"/> displacement clusters <input type="checkbox"/> grabbed toy Comments:
Team: NA NR 1 2	
() Exercise I: Offered a Treat	
2 <input type="checkbox"/> proactive <input type="checkbox"/> smooth <input type="checkbox"/> good interactions <input type="checkbox"/> relaxed 1 <input type="checkbox"/> some proactive <input type="checkbox"/> some role plays <input type="checkbox"/> some stress NR <input type="checkbox"/> reactive/inactive <input type="checkbox"/> unnecessary cues <input type="checkbox"/> no role play <input type="checkbox"/> stressed Comments:	2 <input type="checkbox"/> relaxed <input type="checkbox"/> smooth <input type="checkbox"/> seeks, enjoys interactions <input type="checkbox"/> gentle 1 <input type="checkbox"/> some stress <input type="checkbox"/> some fear, recovers <input type="checkbox"/> some displacement <input type="checkbox"/> some extra guidance <input type="checkbox"/> sometimes enjoys interactions NR <input type="checkbox"/> stressed <input type="checkbox"/> fearful <input type="checkbox"/> avoids, tolerates interactions <input type="checkbox"/> displacement clusters <input type="checkbox"/> grabbed treat Comments:
Team: NA NR 1 2 ❖	
() Exercise J: Overall Assessment	
2 <input type="checkbox"/> proactive <input type="checkbox"/> smooth <input type="checkbox"/> relaxed 1 <input type="checkbox"/> some proactive <input type="checkbox"/> some stress NR <input type="checkbox"/> reactive/inactive <input type="checkbox"/> unnecessary cues <input type="checkbox"/> stressed Comments:	Not Applicable

Overall Qualification:

- Not Appropriate for Visiting Not Ready Predictable Complex

Recommended Special Qualifications:

- one-on-one work only routinely predictable interactions clients that are not medically fragile
 visit alone, not in a group low activity/few distractions no brushing or grooming during visit
 must wear halter while visiting must be carried while visiting
 Other:

Overall Comments:

Results Reviewed with Handler: _____ Date: _____

(The handler's signature above only acknowledges that the evaluator has reviewed these results with the handler, not that the handler agrees with the results).

Evaluator Signature: _____ Evaluator ID: _____

❖ Team must score no less than "2" on each of these exercises to be eligible for Complex Environment Qualification.