

	1	2	3	4	5
1a. Contact Greeting	Rejects contacts by growling or/and trying to bite.	Avoids contact by withdrawing.	Accepts contact without responding, no withdrawal.	Makes contact itself or responds to contact attempts.	Overwhelming contact, may jump, whine or bark.
1b. Contact Co-operation	Refuses to follow even after repeated invitations. <i>Alt. Not here</i>	Follows reluctantly.	Follows without interest in test leader.	Follows willingly and with attention.	Follows willingly, shows intense interest in TL.
1c. Contact Examination	Refuses, growls and/or tries to bite.	Avoidance, withdrawal. Seeks support from handler	Accepts the examination.	Accepts, makes contact.	Accepts, makes contact excitedly.
2a. PLAY	Does not play	Does not play, shows interest.	Play, slow start but becomes active.	Plays actively, fast start	Starts very fast, plays very actively.
2b. PLAY GRAB	No grabbing.	Doesn't grab, sniffs object	Takes uncertainly or only with front teeth.	Grabs directly, bites with full mouth.	Grabs directly, grabs object in motion.
2c. PLAY GRAB AND TUG OF WAR	Does not grab.	Grabs with caution, lets rag go, no pulling.	Grabs, some pulling, lets rag go, restarts. <i>Alt. chews on the rag.</i>	Bites quickly, pulls until stimulation ends.	Grabs quickly, <i>alt.</i> shakes – even during the passive part – until stimulation ends.
3a. CHASE	Does not start	Starts but breaks.	Slow start but accelerates and fulfils.	Quick start, goal directed – stops at the object.	Quick start, high speed, passes the object – can turn back.
3 b. GRAB	No interest in object. <i>Alt. Does not approach.</i>	No grabbing, sniffs it.	Takes object cautiously or with delay in time.	Snatches and drops it.	Snatches and holds for at least 3 secs.
4. ACTIVITY	Unobservant, uninterested, inactive.	Observant and calm, standing, sitting or laying down.	Observant, generally calm, with some alternating activity.	Observant, with increased activity or restlessness.	Changes activities quickly. <i>Alt. Restlessness during whole moment.</i>
5a. DISTANCE PLAY Interest	Shows no interest.	Shows interest with interruptions.	Interested, follows movement of figure with no interruptions.	Interested, some tendencies to go forward.	Very interested. Several attempts to go forward.
5b. DISTANCE PLAY Threat and Aggression	Shows no threat behaviour.	Shows some (1-2) threat behaviour during phase 1.	Shows some (1-2) threat behaviour throughout exercise.	Shows several threat behaviour during phase 1.	Shows several threat behaviour throughout exercise.
5c. DISTANCE PLAY Curiosity	Does not come to Marshal.	Comes to M when M talks & tosses toy.	Comes to (hidden) M when M starts talking.	Comes to M with body held low and/or with delay of time.	Comes directly to the M.
5d. DISTANCE PLAY Willingness to play	Does not play. Shows no interest.	Does not play, but shows interest.	Plays, can grab carefully, no pulling	Bites. Pulls, may let go, restarts.	Grabs quickly, pulls – doesn't let go.
5e. DISTANCE PLAY Interaction	No interest.	Shows interest but becomes passive.	Active when M is active.	Active with M – even when M is standing still.	Invites passive M to continue play.
6a. SURPRISE Fear	No stop or short stop.	Crouches and stops.	Quick evasive action, maintains eye contact.	Escapes less than 5 m.	Escapes more than 5 m.
6b. SURPRISE Aggression	No threatening behaviour	Occasional threats.	Several threats during a longer period.	Several threats and some attack.	Shows threatful behaviour and attacks that might end in bite.
6c. SURPRISE Curiosity	Advance when doll is down. <i>Alt: Does not</i>	Advances after H talks to doll, sits on his haunches & calls	Advances when handler arrives at doll.	Advances when H moves half way.	Makes contact without help.

	advance.	D.			
6d. SURPRISE Remaining fear	No avoidance or change of pace when passing dummy.	Slight change of pace and speed in one of the passes.	Change of pace or speed in the first pass. Decreases during second pass.	Change of pace or speed during at least two passes. Action is not decreased.	Shows great fear or increased fear during all passes.
6e. SURPRISE Remaining interest	No interest.	Stops. Smells or looks at dummy during 1 of 4 passes.	Stops. Smells or looks at dummy during at least 2 passes.	Bites or plays with dummy. This action decreases during further passes.	Bites or plays with dummy during at least 2 of the passes.
7a. SUDDEN NOISE Fear	Doesn't stop or short stop.	Crouches and stops.	Quick evasive action, maintains eye contact.	Escapes less than 5 m.	Escapes more than 5 m.
7b. SUDDEN NOISE Curiosity	Doesn't advance.	Advances when H talks to noise, haunches down and calls dog.	Advances when handler arrives at noise.	Advances when handler moves half way.	Makes contact without help.
7c. SUDDEN NOISE Remaining fear	No avoidance or changing pace when passing noise.	Slight avoidance or change of speed in one of the passes.	Changing pace or speed during first pass. Decreases during second pass.	Change of pace or speed during at least two passes without decreased intensity.	Shows great fear or increased fear after all the passes.
7d. SUDDEN NOISE Remaining interest	No interest.	Stops. Smells or looks at noise during one of the passes.	Stops. Smells or looks at noise in at least two of the passes.	Bites or plays with object. This action decreases during further passes.	Bites or plays with the object in at least two of the passes.
8a. GHOSTS Threat & Aggression	No threat.	Occasional threats.	Repeated threats during longer period.	Repeated threats and some attacks.	Repeated threats and more attacks.
8b. GHOSTS Control (during approach)	Occasional control – after that no interest. <i>Alt. Is not engaged..</i>	Looks a few times at ghosts.	Contact and/or control with long intervals. E.g. half the distance towards both ghosts or whole distance towards one of the ghosts.	Contact and/or control toward both ghost with short intervals.	Contact and/or control towards both ghosts during exercise.
8c. GHOSTS Fear (during approach)	Stays in front or beside handler.	Occasional withdrawal, stays in front or beside handler.	Switches between control & avoidance, in front or beside handler.	Intermittent control and avoidance behind the handler.	Redraws more than the length of the leash. <i>Alt. Escapes</i>
8d. GHOSTS Curiosity	Advance to Marshal when handler has undisguised the M. <i>Alt. Make no contact.</i>	Makes contact when H speaks to Marshal and calls the dog.	Makes contact with handler at ghost.	Makes contact when handler moves half way.	Makes contact independently.
8e. GHOSTS Contact	Refuses or actively avoids contact. <i>Alt. No contact.</i>	Accepts contact in a passive manner.	Responds to contact from Marshal.	Independent contact with Marshal.	Intensive contact with Marshal. May jump or whine.
9a. PLAY 2 Play	Does not play	Does not play, shows interest.	Play, slow start but becomes active.	Plays actively, fast start	Starts very fast, plays very actively.
9b. PLAY 2 Grab	No grabbing.	Doesn't grab, sniffs object	Takes cautiously and grabs only with front teeth.	Grabs directly with whole mouth.	Grabs directly, while in motion.
10. SHOT	Not affected, quick control.	Decreasing controls during play/passivity. Unaffected thereafter.	Directs interest towards shot, spectators or elsewhere, but resumes play/passivity.	Interrupts activity. Full concentration on spectators, shot or elsewhere. Does not resume play/passivity.	Affected, scared. <i>Alt. Wants to leave the area, tries to escape.</i> <i>Alt. Handler declines shots.</i>