

	1	2	3	4	5
1a Contact				Independently obtains contact or when handler obtains contact. Balanced	
1b Handling				Follow without struggle	
1c Handling				Accept handling	
2a Play				Activity play Starts quickly	
2b Leg - grab				Grabs using full mouth. Firm grip	
3a Hunting speed				Starts and completes in high speed 1 +2	
3b Hunting catch		Does not grab catch, does not smell catch 2	Does not grab catch, but smells catch 1		
4 Activity Level			Moves pos. smells, eats grass or chews sticks during lapse		
5a Surprise fright	Stops - short stop. No avoidance				
5b Surprise threats/aggression		One or two threatening acts			
5c Surprise curiosity	Approaches the doll once it has been laid down. Does not approach				
5d Surprise abreaction	No avoidance manoeuvre				
6a Sound - fright			Avoidance manoeuvre (does not turn away)		
6b Sound curiosity				Approaching plate once handler is half way there	
6c Sound abreaction	No avoidance manoeuvre				
7a Ghosts - fright		One or two avoidance actions			
7b Ghosts threats/aggression			More than two threatening acts or persistent threats for		
7c Ghosts abreaction	Approaches ghost once this is unmasked. Does not approach 1 + 2		a part of the exercise		
8 sharp sound		Reaction disappears after first few shots. Breaks, but resume previous activity			