



FAS Scale

Stop

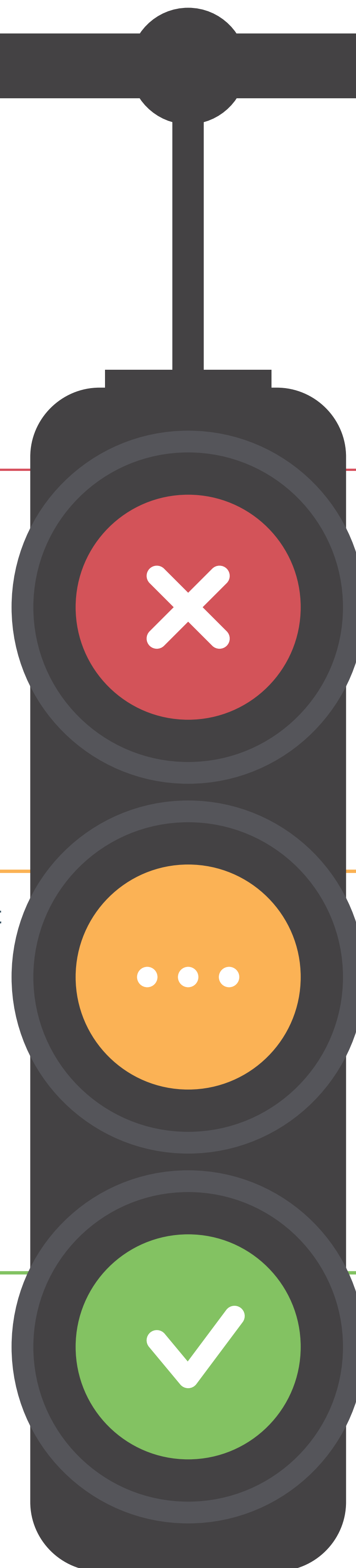
- Little to no interest in treats, toys, and/or attention
- Fight, freeze, or flight response
- Sedation+ pharmaceutical/nutraceutical PVP

Caution

- Moderate interest/disinterest in treats, toys, and/or attention
- Fidgeting, difficulty settling
- Pharmaceutical/nutraceutical PVP

Go

- Readily accepts treats, toys, and/or attention
- Relaxed or mild signs of FAS
- Nutraceutical PVP



High FAS

Level 5 Severe signs of FAS with aggression, such as growling, lunging, barking, hissing, snarling, and/or snapping. Intolerant of procedures.

Level 4 Severe signs of FAS without aggression, such as immobility, fidgeting, escape behavior, dilated pupils, excessive panting (dog), increased respiratory rate, trembling, tense closed mouth, ears back, and/or tail tucked or thrashing (cat). May or may not be accepting any types of reinforcers. Not interested in interacting with team members and may be showing active avoidance (moving away).

Moderate FAS

Level 3 Displays more than 2 moderate signs of FAS occurring more than 4 times in a minute. May refuse reinforcements for brief moments. Might take treats roughly at times. May also be hesitant to interact with team members but not actively avoiding team members.

Level 2 Displays 1 to 2 moderate signs of FAS, such as ears slightly back or to the side, tail down, furrowed brow, moving slowly, overly attention seeking, and/or panting with a tighter mouth (dog), occurring 4 or fewer times a minute. Readily accepts reinforcement (treats, toys, and attention). Still soliciting social interactions with team members.

Low FAS

Level 1 Displays 1 or 2 mild signs of FAS, such as lip licking, avoiding eye contact, turning head away without moving away, lifting paw, partially dilated pupils, and/or panting but commissures of lips are relaxed, occurring fewer than 4 times a minute. Interested in reinforcers (treats, play, attention) and chooses to interact with the team members.

Level 0 No signs of FAS. Pet displays relaxed body language and solicits social interactions with team members.