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| **Holistic Quality of Life Assessment** | |
| **Background Items** |  |
| **Date:** |  |
| **Facility:** |  |
| **Your Role:** |  |
| **Your Name:** |  |
| **Animal Species:** |  |
| **Animal’s Name:** |  |
| **Animal’s ID Number:** |  |
| **For each of the following statements, rate how much you agree or disagree for this animal.** Think about your observations over the past 48 to 72 hours (at a minimum), and across all the contexts where you observe and/or interact with the animal.  Please base your rating on your interactions/observations and not second-hand knowledge from other people. Select the rating that best reflects the animal’s behavior in general (For example, if a cat showed interest in an offered treat once within the last 48-72 hours but otherwise did not, you would select ‘strongly disagree’ when rating ‘Shows interest in treats and food'). | |
|  | **a: Strongly b: Agree c: Neutral d: Disagree e: Strongly f: Unknown**  **Agree Disagree** |
| 1. Is bright, alert, responsive. |  |
| 2. Shows interest in or engages with either objects or toys. |  |
| 3. Engages with or enjoys being around people. |  |
| 4. Engages with or enjoys being around other animals. |  |
| 5. Is watchful, in a way that seems wary or anxious. |  |
| 6. Rests and relaxes during the day. |  |
| 7. Has respiratory distress or struggles to breathe. |  |
|  | **a: Strongly b: Agree c: Neutral d: Disagree e: Strongly f: Unknown**  **Agree Disagree** |
| 8. Appetite is regular. |  |
| 9. Shows interest in food rewards. |  |
| 10. Water intake is normal. |  |
| 11. Is vomiting or cannot keep food down. |  |
| 12. Is losing weight. |  |
| 13. Is defecating normally. |  |
| 14. Is urinating normally. |  |
| 15. Engages in abnormal, repetitive behaviors like excessive tail chasing, excessive vocalizing, or excessive licking of one body part, etc. |  |
| 16. Shows interest in exploring the environment, e.g., moves around during the day, investigates new places or new items in familiar places, or makes use of perches or shelves (cats). |  |
| 17. Grooms regularly. |  |
| 18. When in their housing, tends to react to people by: hissing, swatting, growling, scratching, and/or biting (cats); growling, lunging, and/or barking (dogs). |  |
| 19. Exhibits excessive energy or arousal. For example, jumping/ mouthing (dogs); ambushing people, grabbing clothes or body parts, easily overstimulates (cats), etc. |  |
|  | **a: Strongly b: Agree c: Neutral d: Disagree e: Strongly f: Unknown**  **Agree Disagree** |
| 20. Exhibits behaviors consistent with positive emotions like happiness, pleasure, and contentment. |  |
| 21. Flinches, growls, snarls, or snaps when touched. |  |
| 22. Spends a significant portion of the time exhibiting fear, frustration, or anxiety. |  |
| 23. Appears comfortable and nonpainful. |  |
| 24. Is less active than expected for their age. |  |
| 25. Is able to exercise normally without illness or injury impeding exercise ability. |  |
| 26. Is less mobile, lame, and/or has pressure sores. |  |
| 27. Tends to recover poorly from a stressor. Takes longer than other animals to resume normal behavior or relax. |  |
| 28. Cries, whines, or whimpers frequently. |  |
| 29. Has a normal sleep pattern (i.e., sleeping a normal amount, at regular times). |  |
| 30. Expresses a range of natural behaviors, like scratching (cats) or chewing (dogs) objects, grooming, etc. |  |
| 31. Has a medical condition that requires invasive/stressful treatment. |  |
| 32. Has a physical or behavioral issue that precludes interaction with other animals or people. |  |
| 33. Has a medical condition that is severe, progressive, or has a poor prognosis. |  |
| **Overall Rating:** Quality of Life  Think of QoL as a set of scales, with pleasant feelings and access to important resources on one side, and unpleasant feelings and lack of access to important resources on the other (see figure below for illustration & examples).  Overall QoL is represented by which way the scale tips, toward the pleasant or the unpleasant physical and mental states or experiences. We can use this picture to help us determine how good we consider the animal's overall QoL across a particular time frame (days, weeks, months).    **Good QoL**   * Experiences pleasure * Bright, alert, responsive * Mobile, active * Restful sleep * Pain free, comfortable * Positive feelings * Natural behaviors * Recovers quickly from stressors   **Poor QoL**   * Uninterested in rewards * Depressed, dull * Lame, immobile * Restlessness/agitation * Painful, uncomfortable * Negative feelings * Abnormal behavior * Slow recovery from stressors   [This photo](https://en.wikipedia.org/wiki/File:Johnny-automatic-scales-of-justice.svg) by Unknown Author is licensed under [CC BY-SA](https://creativecommons.org/licenses/by-sa/3.0/).  **Overall Rating:** Considering everything you know about this animal, please rate their overall quality of life.  The rating is not a reflection on their quality of care; it reflects how they respond to the physical and social environment (in other words, the balance of time they spend experiencing pleasant or unpleasant feelings).  **Extremely Poor**  **Very Poor**  **Poor**  **Moderate**  **Good**  **Very Good**  **Extremely Good** | |

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| 34. Please provide additional relevant information regarding this animal's quality of life (optional). |  |
| 35. Would you like to complete the Special Recommendations section? Select Yes, if you are responsible for these decisions or you were asked to provide recommendations for this animal.  This section can be skipped if nothing has changed since the last assessment for this animal. | Yes  No |

**QoL Special Resources Section:**Please select any resources you think will maintain or improve this animal’s QoL.  
Please include resources that are currently unavailable, for whatever reason, by selecting the unable to provide check box.

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| **Special resources – beyond those provided to all animals – needed to maintain or improve QoL**  **(check all that apply)** | **We are already providing this** | **I suggest we consider providing this / more of this to improve the animal’s QoL** | **We are unable to provide this** | **Not recommended/ needed for this animal** |
| Behavior modification |  |  |  |  |
| Social enrichment with other animals |  |  |  |  |
| Social enrichment with humans |  |  |  |  |
| Consistent low-stress handling |  |  |  |  |
| Housing enrichment (e.g., toys, objects) |  |  |  |  |
| Housing modification (e.g., hiding spots, crate, ramps, orthopedic beds, etc.) |  |  |  |  |
| Special housing (e.g., office, co-housed, colony, etc.) |  |  |  |  |
| Special Exercise (e.g., running, agility, etc.) |  |  |  |  |
| Foster home |  |  |  |  |
| Psychoactive medication |  |  |  |  |
| Pain management |  |  |  |  |
| Nutritional support |  |  |  |  |
| Mechanical assistance for mobility |  |  |  |  |
| Physical rehabilitation |  |  |  |  |
| Grooming support |  |  |  |  |
| Other Additional medication: |  |  |  |  |
| Other: |  |  |  |  |
| Other: |  |  |  |  |
| Comments (optional): | | | | |