



# FAS Scale

## Stop

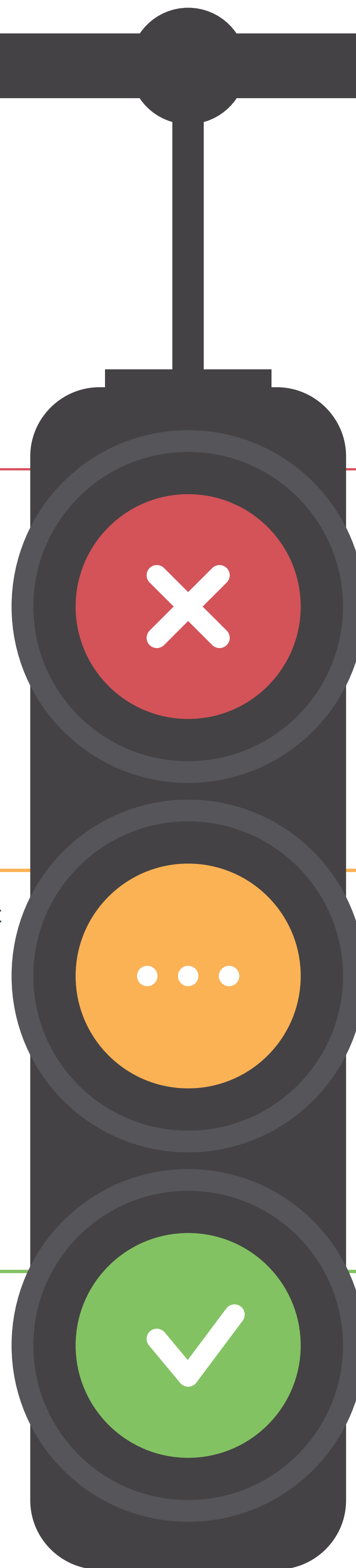
- Little to no interest in treats, toys, and/or attention
- Fight, freeze, or flight response
- Sedation+ pharmaceutical/nutraceutical PVP

## 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.