

# Wolfdogs of the Ebon Blade

## **Co-Ownership Temperament Evaluation**

The entirety of this evaluation must be video recorded. The video recording must be close and clear enough to clearly observe the Puppy's reactions. The evaluation may be recorded as a single (continuous) video, or comprise multiple videos, as long as all items within this test are recorded.

Allow enough time between each exercise for the dog to recover from any stress induced at any point in time. If the dog is not able to recover from any stress experienced during any portion of this exam within a reasonable amount of time, this should be noted, and the exam ended.

Each written entry must be completed with as much detail as possible. The completed written evaluation and accompanying video recording must be submitted to BREEDER in order to determine the suitability of this Puppy's temperament for breeding purposes.

**The following is a template only and may be reproduced in a different format in order to allow for adequate note taking and comments for each section.**

### Point System

Each test item is scored on a range of 1 to 4 points, as described below:

#### 1 Point – No Reaction

- Dog ignores stimulus or pays no attention after an initial glance/listen.
- Dog self-disengages without cues from the handler.
- Dog shows no signs of stress, discomfort, or aggression.

#### 2 Points – Minimal Reaction

- Dog acknowledges the presence or occurrence of stimulus by watching or listening for a short time but offers no other signs of interest.
- Dog self-disengages or disengages with little to no cues from the handler.
- Dog shows little to no signs of stress, discomfort, or aggression and recovers within seconds of disengagement.

#### 3 Points – Moderate Reaction

- Dog is on mild alert, and possibly exhibiting some tension. It will be continuously watching or seeking the stimulus.
- Dog disengages with some effort by the handler.
- Dog shows moderate signs of stress, discomfort, or aggression and takes several minutes to recover after disengagement.

#### 4 Points – Extreme Reaction

- Dog is on full alert and reacting to the stimulus in force, e.g., lunging, growling, barking, bolting, fear pooping, fear peeing, etc.
- Dog will not disengage without great effort from the handler or cannot disengage regardless of handler intervention.

- Dog shows extreme signs of stress, discomfort, or aggression and is unable to recover within several minutes.

### Novel Environments and Objects

- Walk the dog through an unfamiliar area or environment. This can be a shop or other public space that the dog does not regularly encounter. It can be either indoors or outdoors. It does not have to be busy or crowded.
  - Score:
  - Details:
- Lay down various items (e.g., filled bins, statuettes, children's toys, etc.) that are unfamiliar to the dog. Walk the dog past and over these objects, as applicable. At least one of these things should be something that the dog has never walked around/over before.
  - Score:
  - Details:

### Reaction to an Unfamiliar Dog

- Pass by an unfamiliar dog, or have an unfamiliar dog walk by, within six (6) to ten (10) feet. The "helper" dog should have a calm and stable personality around unfamiliar dogs. Both dogs should be on a leash.
  - Score:
  - Details:

### Startle Responses

- Make an unusual noise out of view of the dog (e.g., shake a jar of coins).
  - Score:
  - Details:
- Make an unusual noise within view of the dog (e.g., drop a large book) within six (6) feet of the dog.
  - Score:
  - Details:
- Open an umbrella within six (6) feet of the dog.
  - Score:
  - Details:

### Reaction to a Human Stranger

- Walk by a stranger at a six (6) to ten (10) foot distance. Do not engage the stranger.
  - Score:
  - Details:
- Have a stranger approach and talk to the owner at approximately six (6) feet away.
  - Score:
  - Details:
- Have a stranger approach the owner and attempt to pet the dog. The dog does not need to remain in any specific position to accept the physical touch of the stranger. If the dog accepts physical contact, limit the interaction to 10 seconds.
  - Score:
  - Details:
- If possible, have a dog-savvy child that the dog does not know play nearby (e.g., ten (10) to fifteen (15) feet away). Alternatively, have a stranger run up to the handler and dog within six (6) feet, acting exuberantly, mimicking the behavior of an excited child.
  - Score:

- Details:
- If possible, leave the dog with a stranger for three (3) minutes. Alternatively, if a stranger is not available, leave the dog alone in a room or other safe area. Do not issue a “stay” command.
  - Score:
  - Details:

Basic Working Drive (No Score for this section, just comments)

- Have the dog sit until released (10-15 second hold) with minimal distractions.
  - Details:
- Have the dog down until released (10-15 second hold) with minimal distractions.
  - Details:
- Have the handler place the dog in a sit and issue a wait/stay command, turn around and walk twenty (20) feet away, stop and face the dog, and call the dog to come. The dog may be on a long leash, but the leash cannot be used to direct or encourage the dog to recall. There should be minimal distractions.
  - Details:
- Have the dog walk on a loose six (6) foot leash for a distance of at least twenty (20) feet. The handler should change direction at least three times: left, right, and reverse direction. Small sports cones may be used as markers to indicate where to change directions, or the Evaluator may issue the directions to the Handler verbally. The Handler may not use the leash to drag, yank, correct, or otherwise encourage the dog to maintain speed or direction. The Handler may use verbal cues and speak to the dog throughout this exercise.
  - Details:

Additional comments or observations: