

# SOCIAL STATUS

## OBSERVING SOCIABILITY WITH OTHER DOGS

### PLAYFUL, DOG SOCIAL

Offer consistent gestures to initiate play. Quick to avoid and/or will diffuse aggression.

### DOG SELECTIVE

Plays well with some dogs, but is intolerant of other dogs or might be targeted by other dogs. Can play very nicely with others when set up correctly by humans; not a good choice for unstructured or public group play settings.

### FEARFUL

Fearful with immediate flight response, usually accompanied by high pitched vocalization, i.e.: moving fast and squeaking.

### TOLERANT

Passively avoids interaction with dogs who offer overtly playful and/or antagonistic gestures. Usually more tolerant than playful or shows no interest in other dogs. May or may not enjoy social settings such as doggie daycares, but will likely act appropriately.



### UNSOCIALIZED

Overly aroused and/or reactive despite appropriate social gestures from other dogs.

### DEFENSIVE

Defined as defending or guarding. This type of aggressive behavior is typically rooted in fear and/or anxiety and lack of social skills. Dogs displaying defensive aggression can typically interact with other dogs safely, but may need some support from humans if they misinterpret another dog and overreact. Typically, defensively aggressive animals will choose flight instead of fight when they perceive that they can do so. Does not initiate aggressive behavior, but will respond with aggression to a challenge or being bullied by another dog.

### OFFENSIVE

Defined as combative or belligerent. Dogs displaying offensive aggression are dog-dog aggressive and are not appropriate for playgroups. They tend to ignore social cues of other dogs and will pursue a dog that is trying to get away. Offensively aggressive animals will choose to aggress even when they have an opportunity to flee or avoid the conflict. Seeks out opportunities to aggress and are not able to play with other dogs.

# PLAY STYLE

## OBSERVING PLAY STYLE WITH OTHER DOGS

### ROUGH AND ROWDY (RR)

- Mostly mutual play
- Typically very noisy and vocal
- Very physical, wrestling play style
- Grabbing and holding other dogs
- Chasing and tumbling with other dogs
- Can ramp up and escalate in play (if socially appropriate, will also calm down and deescalate play to avoid conflict)

### GENTLE AND DAINTY (GD)

- Mutual play
- Relatively quiet
- Frequently starts and stops
- Avoidant of rough play or body contact



### SEEK AND DESTROY (SD)

- Usually not mutual play - always monitor the other dogs to determine if they are mutually re-engaging in play
- Rooted in prey drive, but it is still play
- Often noisy - growling and squealing
- Can escalate into potentially unsafe interactions; typically not appropriate for playgroups

### PUSH AND PULL (PP)

- Less mutual play
- Chasing, driving, and nipping the other dogs
- Can get noisy, may use demand barking during play
- Not interested in directly engaging, prefers to move other dogs around. Can escalate into conflict because it can be annoying or antagonistic to other dogs

