

**SANTA JULF ZHARA**

**MH-test 22.3.2009**

Swedish Dobermann Club  
Löttingelung, Stockholm, Sweden

Mental Describer: Mr. Lorentz Ogebjer  
Test Leader: Ms. Victoria Arehult

	1	2	3	4	5
<b>1a. Contact - Greeting</b>	Refuses contact – growling and/or snappish.	Avoids contact, shy, withdraws.	<b>Accepts contact totally unengaged, but no withdrawals.</b>	Makes contact voluntarily or when handler makes contact. Is well-balanced.	Intensive contact behaviour towards test leader, might also jump and whine.
<b>1b. Contact - Collaboration</b>	Doesn't follow despite repeated calls	Follows repeatedly. Strives towards handler or struggles towards other direction.	<b>Follows the whole distance, neutral.</b>	Follows willingly. Shows engagement.	Follows willingly. Shows intensive interest in test leader, jumps, whines
<b>1c. Contact - Handling</b>	Repudiating. Growling and/or snappish.	Avoiding, withdraws, looks for handler's support.	<b>Accepts. Is neutral.</b>	Accepts, responds with contact behaviour.	Accepts. Intensive contact behaviour towards test leader.
<b>2a. Playing - Playfulness</b>	Doesn't play.	Doesn't play, but shows interest.	Plays - starts slowly but becomes active.	<b>Plays actively, starts quickly.</b>	Plays very actively, starts very quickly.
<b>2b. Playing - Grabbing</b>	No grabbing.	No grabbing. Sniffs at object.	Careful grasping or pinching object.	<b>Grabs directly with full mouth.</b>	Grabs directly, attacks object with tearing bites.
<b>2c. Playing – Tug-of-war</b>	Doesn't bite.	Bites carefully, lets go, holds, doesn't resist.	Bites - resists, lets go, bites again.	<b>Grabs directly with whole mouth resists until test leader lets go.</b>	Grabs directly with whole mouth,
<b>3a. Chase - Pursuing</b>	<b>Doesn't start.</b>	Starts but interrupts.	Starts or runs slowly May increase speed. Follows up action	Starts at high speed, concentrated on target - "hits the brakes" when reaching the prey.	Starts directly at high speed. Runs passing prey. Might turn back.
	Doesn't start.	Starts but interrupts.	<b>Starts or runs slowly May increase speed. Follows up action</b>	Starts at high speed, concentrated on target - "hits the brakes" when reaching the prey.	Starts directly at high speed. Runs passing prey. Might turn back.
<b>3b. Chase - Grabbing</b>	<b>Ignores prey viz. doesn't run up to the prey.</b>	Doesn't grab object; sniffs at it.	Grasps hesitatingly or with delay.	Grabs directly and then releases.	Grabs directly. Keeps prey for at least 3 seconds.
	<b>Ignores prey viz. doesn't run up to the prey.</b>	Doesn't grab object; sniffs at it.	Grasps hesitatingly or with delay.	Grabs directly and then releases.	Grabs directly. Keeps prey for at least 3 seconds.

<b>4. Activity</b>	Inattentive, uninterested, inactive.	Attentive and calm - standing, sitting or lying.	Attentive and mainly calm. Occasional increased activity.	Attentive, but slightly anxious. Walks about as time goes by.	<b>Uneasy. Quickly changes activities.</b>
<b>5a. Distant Play - Interest</b>	No engagement in figurant Uninterested.	<b>In control, but interruptions occur.</b>	Interested, follows the figurant without interruption.	Interested, wants to take off. Occasionally tries to start.	Very interested. Wants to take off. Several tries to start.
<b>5b. Distant Play – Threats/Aggression</b>	<b>No barking or growling.</b>	Occasional barking and/or growling during first phase.	Occasional barking and/or growling during first and second phase.	Shows threatening behaviours, barking and growling during first phase.	Shows threatening behaviours, barking and growling during first and second phase.
<b>5c. Distant Play - Curiosity</b>	<b>Doesn't approach figurant without help. Uninterested. Shows no interest.</b>	Approaches when figurant is talking and playing with the object. Doesn't play but shows interest.	Approaches the hidden, but talking figurant	Approaches figurant with a low profile and/or time delay.	Directly approaches figurant without any help.
<b>5d. Distant Play - Playfulness</b>			Plays, grasps carefully, releases, doesn't resist the pulling.	Grabs directly. May let go and grab again. Doesn't resist the pulling..	Grabs directly with whole mouth. Resists, doesn't release.
<b>5e. Distant Play - Curiosity</b>	<b>Grabs directly with whole mouth. Resists, doesn't release.</b>	Becomes active, but interrupts.	Active with figurant, when figurant is active.	Active with figurant; interested also in passive figurant. Escapes max. 5 meters.	Invites passive figurant to continue playing. Escapes more than 5 meters.
<b>6a. Surprise - Fear</b>	Stops, short stop.	Crouches and stops.	<b>Dodges without turning away gaze.</b>	Escapes max. 5 meters.	Shows threatening behaviours and attacks - might even end with bites.
<b>6b. Surprise – Threats/aggression</b>	Shows no threatening behaviours.	<b>Shows a few threatening behaviours.</b>	Shows several threatening behaviours during a long time.	Shows several threatening behaviours, barkings and a few attack attempts.	Shows threatening behaviours and attacks - might even end with bites.
<b>6c. Surprise - Curiosity</b>	Approaches when handler puts the overall on the ground viz. doesn't approach.	Approaches when handler squats while talking to the overall and calling the dog.	<b>Walks up to the overall when handler is standing beside.</b>	Walks up to the overall when handler has walked half the distance.	Walks up to the overall unaided.
<b>6d. Surprise – Remaining Fear</b>	<b>No tempo change, nor escape attempt.</b>	Walks in a small arc or changes tempo or looks away at a few passages.	Walks in an arc or changes tempo at the first passage. Weaker reaction at the second passage.	Walks in an arc or changes tempo during at least two passages without decreased intensity between the occasions.	Shows great fear or increased fear after all passages.
<b>6e. Surprise – remaining Curiosity</b>	<b>Takes no interest in the overall.</b>	Stops and sniffs. Looks at the overall on one occasion.	Stops and sniffs. Looks at the overall on at least two occasions.	Bites in viz. playful towards the overall, interest decreases as time goes by.	Stops and sniffs. Looks at the overall on two or more passages.
<b>7a. Noise Sensitivity - Fear</b>	Stops. Short stop.	Croaches and stops.	<b>Dodges without turning away gaze.</b>	Escapes max 5 meters.	Escapes more than 15 meters..
<b>7b. Noise Sensitivity - Curiosity</b>	Doesn't approach.	Approaches when handler squats and talks to the rattling noise and calling the dog.	Approaches the rattling noise when handler is standing beside.	Walks up to the rattling noise after handler has walked half the distance.	<b>Walks up to the rattling noise without help.</b>

7c. Noise Sensitivity – Remaining Fear	<b>No change of tempo, nor dodging.</b>	Walks in a small arc or slightly changes tempo, or looks away on some of the passages.	Walks in an arc or changes tempo on the first passage. Decreased reaction at the second passage.	Walks in an arc or changes tempo at least on two passages without decreasing reaction between occasions.	Shows great fear or increased fear after all passages.
7d. Noise Sensitivity – remaining Interest	<b>No interest in the source of noise.</b>	Stops. Sniffs viz. looks at the source of noise on one occasion.	Stops. Sniffs viz. looks towards the source of noise at least on two occasions.	Bites viz. play behaviour towards the rattling noise. Interest decreases as time goes by.	Bites viz. play behaviour with the rattling noise on two or more passages.
8a. Ghosts - Threats	Shows no threatening behaviours.	<b>Shows occasional threatening behaviours.</b>	Shows several threatening behaviours during long time.	Shows several threatening behaviours and even some attack.	Shows several threatening behaviours and several attacks.
8b. Ghosts - Control	Occasional control, after that no interest viz. ignorance	<b>Looks towards ghosts from time to time.</b>	In control viz. acting towards ghosts. Long interruptions.	In control acting towards both ghosts. Shorter interruptions.	In control viz. acting towards both ghosts during the whole phase.
8c. Ghosts - Fear	Stays mainly in front of or beside handler.	<b>Stays mainly in front of or beside handler. Some adjustment in distance.</b>	Stays mainly in front of or beside handler. Hesitation between quick escape or in control.	Stays mainly behind handler. Several hesitations between quick escape or in control.	Escapes longer than the length of the leash. Might seek support from audience or leave the scene.
8d. Ghosts - Curiosity	Approaches when handler has unmasked figurants.	Approaches when handler talks to figurants viz. calling the dog.	Approaches ghost when handler is beside.	Walks up to ghost when handler has walked half the distance.	<b>Walks up to ghost unaided.</b>
8e. Ghosts - Contact	Repudiates or avoids contact	Accepts contact - is totally unengaged but no withdrawal	<b>Responds when figurant is offering contact.</b>	Takes own initiative to contact. Is balanced.	Intensive contact behaviour towards figurant. Might jump and whine.
9a. Play 2 - Playfulness	Doesn't play.	Plays but shows no interest.	Plays - starts slowly but then becomes active.	<b>Plays actively, starts quickly.</b>	Active playing, quick start.
9b. Play 2 - Grabbing	No grabbing.	Grabs directly, after sniffing object.	Grasps carefully or pinches the object.	<b>Grabs directly with whole mouth.</b>	Grabs directly, attacks object with tearing bites.
10. Gun Shots (4)	Shows no concern. Fast control and after that totally unconcerned.	<b>In control, but the dog's control disappears after the first shots. Interrupts activity, but then re-starts.</b>	Decreasing reactions on gun shots viz. turns his interest towards the gun-man - then returns to activity viz. passivity.	Interrupts activity, locks attention towards the gun-man. Unable to return to play viz. is passive.	Remaining anxiety after several shots. Interrupts after evident escape tendencies. No more shots fired.