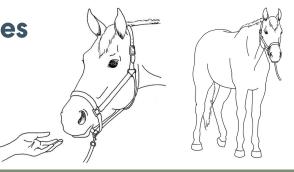
Fear, Anxiety & Stress Scale: Horses

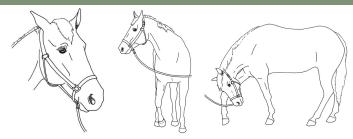
Relaxed: (FAS Level 0)

- Relaxed standing rest
- Head, neck, and ears in neutral position, muscles relaxed, eyes soft, normally responsive to environmental stimuli
- Solicits interaction, appears curious about and willing to interact with team members when approached



Mild/Subtle Signs: (FAS Level 1)

- Increased ear rotation, slightly raised neck, small hoof movements, self-grooming behaviors, increased head movements towards or away from team members but not moving body away
- Might solicit treats/scratching and interact with team members, or appear curiously interested in them

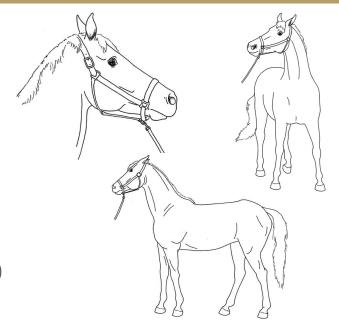


Mild-Moderate Signs: (FAS Level 2)

- Frequent ear rotation, raised head and neck, increased tail movements, increased restlessness and muscle tension
- Reduced Interest in interacting with team members or in treats or scratching, but without active escape or avoidance behaviors

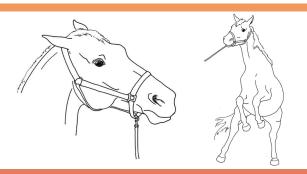
Moderate Signs: (FAS Level 3)

- Frequent ear rotation, raising head and neck, white of eye showing, snapping tail movements, increased restlessness and muscle tension
- Freezing behavior with reduced movement but increased full-body muscle tension
- Likely refuse treats or grab treats roughly. Unlikely to interact with team
 members and may begin showing restless fidgeting or active
 escape/avoidance and intolerance of procedures (e.g. moving away
 from team members, fidgeting, stomping/pawing, head shaking, rearing)



Severe signs of FAS without aggression: (FAS Level 4)

- Ears pinned back, raised head and neck, whites of eyes showing, increased respiration, snapping tail, constant movement and full-body muscle tension, possibly distant calling, snort, or blow vocalizations
- Avoidance of touch, constant fidgeting or stomping/pawing, animated escape/avoidance behavior such as rearing, bolting, barging
- Appears to ignore team members



Severe signs of FAS with aggression: (FAS Level 5)

 All signs described in Level 4 with active aggressive behaviors directed towards team members such as striking, kicking, barging, or biting







