Brownell-Marsolais Instrument
Search and Detection Canine Screening and Evaluation
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This screening process is designed to evaluate the potential of a canine to perform search and detection work. The process helps handlers, trainers, and managers evaluate the inherent qualities of a canine candidate. These inherent qualities include but are not limited to a canine's resilience, independence, nerve strength, ability, boldness, friendliness, motivation, and focus. Additionally, the screening provides an opportunity to assess a canine's potential for developing a working relationship with a handler. The potential search and detection canine candidate must be older than 12 months, pass a health check, a fitness-for-duty veterinarian check, and not be in estrus (female candidate).

The screening and evaluation is divided into three sections that are performed in the order as listed: Sociability, Nerve Strength, Drive. The Sociability portion is scored separately from the Nerve Strength and Drive portions.

I. Sociability

      Subtest I-A - Towards People (stranger-passerby)
      Subtest I-B - Towards Canines (stranger with canine on-lead)
      Subtest I-C - Towards People (stranger-handler takes canine)

II. Nerve Strength

      Subtest II-A - Surface Sensitivity: Slick Surface
      Subtest II-B - Surface Sensitivity: Unstable Surface
      Subtest II-C - Surface Sensitivity: Rough Surface
      Subtest II-D - Height Sensitivity: Elevated Surface
      Subtest II-E - Confined Space: Lighted
      Subtest II-F - Confined Space: Dark
      Subtest II-G - Sound Sensitivity: Machinery
      Subtest II-H - Sound Sensitivity: Pounding and Rattling
      Subtest II-I - Sound Sensitivity: Gunfire (optional)
      Subtest II-J - Visual Sensitivity: Moving Machinery (optional)
      Subtest II-K - Visual Sensitivity: Smoke (optional)

III. Drive

      Subtest III-A - Play Drive: Familiar Toy
      Subtest III-B - Play Drive: Unfamiliar Toy
      Subtest III-C - Play Drive: Unfamiliar Person
      Subtest III-D - Prey Drive
      Subtest III-E - Hunt Drive: No Time Delay
      Subtest III-F - Hunt Drive: 15 Second Delay
      Subtest III-G - Hunt Drive: 30 Second Delay
      Subtest III-H - Hunt Drive: 60 Second Delay
      Subtest III-I - Handler-Canine Interaction (optional)

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I. Sociability Evaluation

The search and detection canine must be friendly and comfortable around personnel, citizens and canines. It must allow other personnel to handle it in the absence of its handler. The canine is expected to work, live, and travel in the presence of other canines. Therefore, a canine candidate must demonstrate little or no aggression to personnel or other canines.

A. Logistical Needs for Sociability Evaluation

Personnel	Equipment	Evaluation Areas
1 Logistics/Safety Personnel	1 Tie-out line	Open Area
1 Canine Handler (stranger)	6 Cones	Fence for tie-out and backstop
1 Canine Evaluator	1 Stopwatch	
1 Canine Handler (assigned, with untrained, non-aggressive canine candidate)		

B. Evaluation Procedure

The logistic/safety personnel will arrange the evaluation area by securing a tie-out line to a fixed object (preferably a fence) and setting up a coned, seventy-five foot long walking lane five feet outside the reach of a canine on the tie-out line. An evaluator will screen one canine at a time. The assigned handler (if there is one) will attach the canine candidate to the secured tie-out and leave the area. The handler will not give a command (e.g., stay, down, sit) to the canine. This handler continues to a designated area out of the canine's sight. After one minute, a stranger-handler walks laterally by the canine down the lane at beyond reach of the tied canine (Subtest I-A). After a few minutes this handler, accompanied by a trained and unaggressive canine in the heel position, strolls by the tied out canine (Subtest I-B). The canine on lead will be between the stranger handler and the tied canine. The stranger handler will secure the trained canine and then return to the canine candidate, secure it on lead, and return it to the assigned handler (Subtest I-C).

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C. Evaluation Assessment

Subtest I-A. Sociability Towards People (Stranger-passerby)

Score	Description
0.0 - 1.4	Shows fear aggression - lowered body, tail down, hackles up, ears back, growling, teeth bared, snapping; Shows flight - lowered body, tail down, ears back, open mouth panting, attempts to leave area; Shows submission - lowered body, tail down, ears back, licking, urinates, lays down, rolls over onto back. Overstressed and unable to perform exercise.
1.5 - 1.9	Shows defensive fight - aggressive dominant behavior, lunging or leaning toward person; stands its ground; barking and/or growling; hackles up; tail up and stiff; ears forward; direct eye contact with stranger.
2.0 - 2.5	Canine is alert and assessing situation - tail horizontal, ears forward, eyes wide, mouth closed, active sniffing, ready stance; Canine attempts to engage in play - play bow, ears up, tail wave, mouth open, "c'mon, let's go."
2.6 - 3.0	Canine is relaxed and/or indifferent - relaxed tail, head, and mouth, loose stance, approachable, demonstrates no stress and exhibits confidence when meeting a stranger.

Subtest I-B. Sociablity Towards Canines (Stranger with canine on-lead)

Score	Description
0.0 - 1.4	Shows fear aggression - lowered body, tail down, hackles up, ears back, growling, teeth bared, snapping; Shows flight - lowered body, tail down, ears back, open mouth panting, attempts to leave area; Shows submission - lowered body, tail down, ears back, licking, urinates, lays down, rolls over onto back. Overstressed and unable to perform exercise.
1.5 - 1.9	Shows defensive fight - aggressive dominant behavior, lunging or leaning toward person; stands its ground; barking and/or growling; hackles up; tail up and stiff; ears forward; direct eye contact with stranger.
2.0 - 2.5	Canine is alert and assessing situation - tail horizontal, ears forward, eyes wide, mouth closed, active sniffing, ready stance; Canine attempts to engage in play - play bow, ears up, tail wave, mouth open, "c'mon, let's go."
2.6 - 3.0	Canine is relaxed and/or indifferent - relaxed tail, head, and mouth, loose stance, approachable, demonstrates no stress and exhibits confidence when meeting stranger and canine.

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Subtest I-C. Sociability Towards People (Stranger-handler takes canine candidate)

Score	Description
0.0 - 1.4	Shows fear aggression - lowered body, tail down, hackles up, ears back, growling, teeth bared, snapping; Shows flight - lowered body, tail down, ears back, open mouth panting, attempts to leave area; Shows submission - lowered body, tail down, ears back, licking, urinates, lays down, rolls over onto back. Overstressed and unable to perform exercise. If fearful, stranger will be unable to approach; if submissive, may become more withdrawn.
1.5 - 1.9	Shows defensive fight - aggressive forward behavior, lunging or leaning toward person; stands its ground; barking and/or growling; hackles up; tail up and stiff; ears forward; direct eye contact with stranger. Stranger unable to approach.
2.0 - 2.5	Canine is alert and assessing situation - tail horizontal, ears forward, eyes wide, mouth closed, active sniffing, ready stance; Canine attempts to engage in play - play bow, ears up, tail wave, mouth open, "c'mon, let's go." Goes with stranger.
2.6 - 3.0	Canine is relaxed and/or indifferent - relaxed tail, head, and mouth, loose stance, approachable, may greet stranger with enthusiasm; demonstrates no stress and exhibits confidence when stranger puts on lead. Goes willingly with stranger.

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II. Nerve Strength Evaluation

Nerve strength refers to a search and detection canine's ability to deal with or adapt to stress-producing environmental stimuli. The search and detection canine must have the nerve strength to adapt and work when challenged by working on a variety of surfaces, in confined and low visibility areas, and in noisy and chaotic conditions.

A. Logistical Needs for Nerve Strength Evaluation

Personnel	Equipment	Evaluation Areas
2 Logistics/Safety Personnel	Noisy Machine: Leaf Blower, Weed Whacker, Lawnmower, and/or Generator	Open Area
1 Noise Coordinator Personnel	Blank Pistol (.38 caliber or larger)	Small Building
1 Canine Evaluator	Heavy Chain (2' - 3' long piece)	Truck Stop or Bus Station
1 Canine Handler (assigned, with untrained, non-aggressive canine candidate)	Sheet Metal (2' - 2' piece)	Shed or Barn
	Slick Surface (linoleum or tile floor)	
	Rough Surface (rock/concrete/slash pile)	
	Elevated Surface (Outside open stair case; or wooden plank 10' long x 1' wide, set on stable supports, 2' off ground)	
	Unstable Surface (Sheets of plywood set on uneven surface; or unstable wood pile)	
	Culvert (10' long x 2' wide)	
	6 Wooden Pallets	
	1 Slide	
	Confined Area - Lighted (machine room, shed, office, tunnel)	
	Confined Area - Dark (large closet, small room, tunnel with one end closed)	

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B. Evaluation Procedure

The handler will put the canine candidate on a non-corrective collar and a six-foot lead. The handler will maintain a loose lead during the evaluation except in cases where the canine attempts to flee the area. The canine evaluated will not work in drive or be under command. A canine working in drive does not provide a clear picture of its nerve strength. A handler may provide a limited amount of coaxing and/or praise, but cannot command the candidate. A handler may use a small amount of food during the second attempt in an effort to coax the canine. The handler will run the canine candidate twice through each task. In the second repetition, an evaluator is looking to see how the candidate adapts and adjusts to the stress and the challenge to its nerve strength.

C. Evaluation Assessment

Subtest II-A. Surface Sensitivity: Slick Surface
The canine must travel across a slick surface and must negotiate it twice.

Score	Description
0.0 - 1.4	Canine refuses to go across surface; avoids obstacle; refuses food. No second attempt is made.
1.5 - 1.9	Canine starts and stops before getting onto surface; looks to handler; handler must repeatedly coax canine to get canine across; canine freezes on surface. On second repetition, canine continues slowly, cautiously and/or avoids obstacle. Canine shows a decline in performance on second repetition. Nails may be out on both attempts.
2.0 - 2.5	During first repetition, canine starts slowly and continues cautiously across surface; canine does not freeze on surface; handler infrequently coaxes canine across surface. Canine uses nails and pads to maintain grip. On second attempt, the canine may be more confident; performance is maintained and/or improved.
2.6 - 3.0	On both repetitions, the canine moves across surface; canine is confident and stable on the surface. Needs no/little support or encouragement. Canine is not stressed by the exercise. Performance is maintained or improved.

Subtest II-B. Surface Sensitivity: Unstable Surface
The canine must travel across an unstable surface and must negotiate it twice.

Score	Description
0.0 - 1.4	Canine refuses to go across surface; avoids obstacle; refuses food. No second attempt is made.
1.5 - 1.9	Canine starts and stops before getting onto surface; looks to handler; handler must repeatedly coax canine to get canine across; canine freezes on surface. On second repetition, canine continues slowly, cautiously and/or avoids obstacle. Canine shows a decline in performance on second repetition. Nails may be out on both attempts.
2.0 - 2..5	During first repetition, canine starts slowly and continues cautiously across surface; canine does not freeze on surface; handler infrequently coaxes canine across surface. Canine uses nails and pads to maintain grip. On second attempt, the canine may be more confident; performance is maintained and/or improved.
2.6 - 3.0	On both repetitions, the canine moves across surface; canine is confident and stable on the surface. Needs no/little support or encouragement. Canine is not stressed by the exercise. Performance is maintained or improved.

Subtest II-C. Surface Sensitivity: Rough Surface
The canine must travel across a rough surface (e.g., concrete rubble, gravel pile) and must negotiate it twice.

Score	Description
0.0 - 1.4	Canine refuses to go across surface; avoids obstacle; refuses food. No second attempt is made.
1.5 - 1.9	Canine starts and stops before getting onto surface; looks to handler; handler must repeatedly coax canine to get canine across; canine freezes on surface. On second repetition, canine continues slowly, cautiously and/or avoids obstacle. Canine shows a decline in performance on second repetition. Nails may be out on both attempts.
2.0 - 2.5	During first repetition, canine starts slowly and continues cautiously across surface; canine does not freeze on surface; handler infrequently coaxes canine across surface. Canine uses nails and pads to maintain grip. On second attempt, the canine may be more confident; performance is maintained and/or improved.
2.6 - 3.0	On both repetitions, the canine moves across surface; canine is confident and stable on the surface. Needs no/little support or encouragement. Canine is not stressed by the exercise. Performance is maintained or improved.

Subtest II-D. Height Sensitivity: Elevated Surface
The canine must travel across an elevated plank or up an outside open staircase; a canine must negotiate the object twice.

Score	Description
0.0 - 1.4	Canine refuses to cross plank or to ascend staircase. Canine avoids plank or staircase, refuses food.
1.5 - 1.9	Canine starts and stops before getting onto plank or staircase; looks to handler. Handler must repeatedly coax canine to get canine across; canine freezes on surface or stairs and/or jumps off. On second repetition, canine continues slowly, cautiously and/or avoids obstacle. Canine maintains performance or shows a decline in performance on second repetition. Nails may be out on both attempts.
2.0 - 2.5	During first repetition, canine starts slowly and continues cautiously across plank or up staircase; canine does not freeze on surface or staircase; handler infrequently coaxes canine across surface or up stairs. Canine uses pads to maintain grip. On second attempt, the canine may be more confident; performance is maintained and/or improved.
2.6 - 3.0	On both repetitions, the canine moves across surface or up the staircase; canine is confident and stable on the surface or staircase. Needs no/little support or encouragement. Canine is not stressed by the exercise. Performance is maintained or improved.

Subtest II-E. Confined Space: Lighted
The canine candidate is taken to a confined and lighted area, and is expected to explore the area twice.

Score	Description
0.0 - 1.4	Canine refuses to enter confined space; avoids the space; refuses food.
1.5 - 1.9	Canine starts and stops before going into space; looks to handler. Handler must repeatedly coax canine to enter space; canine freezes while in space. Upon second repetition, canine reluctantly enters space; moves in starts and stops. Canine quickly leaves space to end evaluation.
2.0 - 2.5	During first repetition, canine starts slowly and continues cautiously around space. Canine does not freeze while in area. Handler infrequently coaxes canine around area. On second attempt, the canine may be more confident; performance is maintained and/or improved.
2.6 - 3.0	On both repetitions, the canine readily moves into area; canine is confident and stable in space; explores area. Handler gives no/little support or encouragement. Canine is not stressed by the task. Performance is maintained or improves upon initiation of repetition.

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Subtest II-F. Confined Space: Dark
The canine candidate is taken to a confined and dark area, and is expected to explore the area twice.

Score	Description
0.0 - 1.4	Canine refuses to enter confined space; avoids the space; refuses food.
1.5 - 1.9	Canine starts and stops before going into space; looks to handler. Handler must repeatedly coax canine to enter space; canine freezes while in space. Upon second repetition, canine reluctantly enters space; moves in starts and stops. Canine quickly leaves space to end evaluation.
2.0 - 2.5	During first repetition, canine starts slowly and continues cautiously around space. Canine does not freeze while in area. Handler infrequently coaxes canine around area. On second attempt, the canine may be more confident; performance is maintained and/or improved.
2.6 - 3.0	On both repetitions, the canine readily moves into area; canine is confident and stable in space; explores area. Handler gives no/little support or encouragement. Canine is not stressed by the task. Performance is maintained or improves upon initiation of repetition.

Subtest II-G and Subtest II-H. Sound Sensitivity: Machinery and Pounding/Rattling
The handler walks the canine candidate on a loose lead down a path to one area where a person is operating running machinery (e.g., generator, lawnmower) and then to a second area where a person is pounding on sheet metal with a chain. The canine is expected to make two passes of both areas.

Subtest II-G. Sound Sensitivity: Machinery

Score	Description
0.0 - 1.4	Canine runs from object(s); pulls away from handler; attempts to flee area; hides behind handler; freezes and refuses to walk with handler.
1.5 - 1.9	Canine clings to or jumps up on handler; whines; looks to handler; snaps at handler; shies away from sound but does not flee area. Handler must continuously coax canine. Upon second repetition, canine reluctantly enters area; moves in starts and stops. Canine quickly leaves space to end evaluation.
2.0 - 2.5	During first repetition, canine infrequently looks around at sound source; canine displays some anxiety and is tentative on approach; remains in area; stays alert but wary; may explore sound source. Upon second attempt, canine is more confident and its performance is maintained and/or improved.
2.6 - 3.0	On both repetitions, the canine acknowledges the sound source; canine is alert, relaxed, and confident; performance is maintained or improves upon initiation of repetition.

Subtest II-H. Sound Sensitivity: Pounding/Rattling

Score	Description
0.0 - 1.4	Canine runs from object(s); pulls away from handler; attempts to flee area; hides behind handler; freezes and refuses to walk with handler.
1.5 - 1.9	Canine clings to or jumps up on handler; whines; looks to handler; snaps at handler; shies away from sound but does not flee area. Handler must continuously coax canine. Upon second repetition, canine reluctantly enters area; moves in starts and stops. Canine quickly leaves space to end evaluation.
2.0 - 2.5	During first repetition, canine infrequently looks around at sound source; canine displays some anxiety and is tentative on approach; remains in area; stays alert but wary; may explore sound source. Upon second attempt, canine is more confident and its performance is maintained and/or improved.
2.6 - 3.0	On both repetitions, the canine acknowledges the sound source; canine is alert, relaxed, and confident; performance is maintained or improves upon initiation of repetition.

Subtest II-I. Sound Sensitivity: Gunfire (optional)
A person fires a blank pistol twice, 30' behind the canine candidate. Shooter will space shots A5 seconds apart.

Score	Description
0.0 - 1.4	Canine runs from gunfire; pulls away from handler; continuously attempts to flee area upon second shot.
1.5 - 1.9	Canine clings to or jumps up on handler; whines; looks to handler; snaps at handler; shies away from sound. Handler must continuously reassure canine. Upon second shot, canine remains anxious and nervous.
2.0 - 2.5	During first repetition, canine infrequently looks around at gunfire source; canine displays some anxiety and is tentative. However, canine remains in area; stays alert but wary; may explore sound source. Upon second shot, canine is more relaxed and less anxious.
2.6 - 3.0	On both shots, the canine acknowledges the gunfire; canine is alert, relaxed, and confident.

Subtest II-J. Visual Sensitivity: Moving Machinery (optional)
The handler will take the canine candidate to an area with large number of large moving vehicles (e.g., truck stop, bus station, or construction site) for 15-30 minutes. The canine will be on a loose lead.

Score	Description
0.0 - 1.4	Canine attempts to run from area; pulls away from handler; continuously attempts to flee area during time in area.
1.5 - 1.9	Canine clings to or jumps up on handler; whines; looks to handler; snaps at handler; shies away from area. Handler must continuously reassure canine. Canine remains anxious and nervous throughout time in area.
2.0 - 2.5	Upon initial arrival, canine infrequently looks around; canine displays some anxiety and is tentative. However, canine remains in area; stays alert but wary. Canine is more relaxed and may explore area as time goes on.
2.6 - 3.0	Canine is alert, relaxed, and confident from arrival until departure from area.

Subtest II-K. Visual Sensitivity: Smoke (optional)
The handler will walk the canine candidate on a loose lead to an area where a smoke bomb has been discharged.

Score	Description
0.0 - 1.4	Canine becomes disoriented; canine refuses to enter area or attempts to flee area; canine lies down and/or becomes submissive.
1.5 - 1.9	Canine clings to or jumps up on handler; whines; looks to handler; snaps at handler; shies away from area. Handler must continuously reassure canine. Canine remains anxious and nervous throughout time in area.
2.0 - 2.5	Upon initial arrival, canine infrequently looks around; canine displays some anxiety and is tentative. However, canine remains in area; stays alert but wary. Canine is more relaxed and may explore area as time goes on.
2.6 - 3.0	Canine is not distracted by smoke; canine is alert, relaxed, and confident from arrival and until departure from area.

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III. Drive Evaluation

Canine drive is defined as an innate impulse that prompts a canine to action. The more instinctive an action is, the more reliable it will be. A canine candidate must possess high drives (motivation) to be successful in search and detection training and work. A canine with high drives trains and performs better than a canine with low drives.

A. Logistical Needs for Drive Evaluation

Personnel	Equipment	Evaluation Areas
1 Logistics/Safety Personnel	Box of assorted non-injurious toys or rewards (e.g., tugs, kongs, balls, metal and plastic pipes)	Open Area (with clear line of site for evaluator to see canine pursuing thrown reward toy)
1 Canine Handler (assigned, with untrained, non-aggressive canine candidate)	Stopwatch	Field or Wooded Area (with heavy underbrush, grass, etc., to hide thrown reward toy)
1 Canine Handler (stranger)	Canine candidate's reward toy	
1 Canine Evaluator		

B. Evaluation Procedure

The handler will put the canine candidate on a non-corrective collar and a six-foot lead. At the start of each exercise, the handler will remove the collar and lead so that they do not get caught on anything that hampers, corrects, or injures the canine. Since the canine will be unrestrained in this part of the evaluation, an evaluator should consider not drive-testing a canine candidate that did very poor on the sociability and/or nerve strength portions as the candidate may run off or get into a dog fight.

C. Evaluation Assessment

Play Drive Subtests
In this part of the drive screening, an evaluator examines a canine's commitment to a reward toy. A canine that readily roughhouses, runs, or engages in tug and/or retrieves with his handler as well as strangers has a high play drive. High play drive is essential for motivating the dog to work and to relieve stress during training and search missions. It also builds a bond between a handler and canine.

Subtest III-A. Play Drive: Canine Plays with Familiar Toy (Assigned Handler)
The handler plays with the canine using the dog's favorite reward toy in the pair's favorite type of play (e.g., fetch, tugging, keep away). An evaluator observes the canine's demeanor.

Score	Description
0.0 - 1.4	Canine does not engage in play; ignores handler; more interested in surroundings.
1.5 - 1.9	Canine grabs reward toy when teased; engages in play but loses interest; drops and ignores reward toy after short run away.
2.0 - 2.5	Canine grabs reward toy and engages in short play with handler; occasionally handler has to coax to play; plays keep-away; drops toy when distracted but picks up after short time.
2.6 - 3.0	Canine focuses on and plays vigorously with reward toy. Canine never loses interest in play; presents toy to handler (or other person) for continuous play; nudges, whines, barks and/or paws to get reward toy for more play.

Subtest III-B. Play Drive: Canine Plays with Unfamiliar Reward Toy (Assigned Handler)
The handler plays with the canine using an unfamiliar reward toys in the pair's favorite type of play (e.g., fetch, tugging, keep away). An evaluator observes the canine's demeanor.

Score	Description
0.0 - 1.4	Canine does not engage in play; ignores handler; more interested in surroundings.
1.5 - 1.9	Canine grabs and plays with reward toy similar to its own; engages in play but loses interest; drops and ignores reward toys different from its own.
2.0 - 2.5	Canine grabs a number of unfamiliar reward toys and engages in short play with handler; occasionally handler has to coax to play; plays keep-away; drops toys when distracted but picks most up after short time.
2.6 - 3.0	Canine focuses on and plays vigorously with unfamiliar reward toys. Canine never loses interest in play; presents toys to handler (or other person) for continuous play; nudges, whines, barks and/or paws to get reward toys for more play.

Subtest III-C. Play Drive: Canine Plays with Familiar Reward Toy (Stranger Handler)
A stranger handler plays with the canine using the dog's favorite reward toy in the pair's favorite type of play (e.g., fetch, tugging, keep away). An evaluator observes the canine's demeanor.

Score	Description
0.0 - 1.4	Canine does not engage in play; ignores handler; more interested in surroundings; looks to assigned handler.
1.5 - 1.9	Canine grabs reward toy when teased; engages in play but loses interest; drops and ignores reward toy after short run away; keeps eye on assigned handler.
2.0 - 2.5	Canine grabs reward toy and engages in short play with stranger-handler; occasionally handler has to coax to play; plays keep-away; drops toy when distracted but picks up after short time. Occasionally goes to assigned handler but returns to stranger handler.
2.6 - 3.0	Canine focuses on and plays vigorously with reward toy with stranger-handler. Canine never loses interest in play; presents toy to stranger handler for continuous play; nudges, whines, barks and/or paws to get reward toy for more play.

Subtest III-D. Prey Drive
In the prey drive subtest, an evaluator observes a canine candidate's eagerness to pursue and capture prey. This subtest is run ten times. The handler provides the canine's favorite toy to either the evaluator or an assistant. The assistant or evaluator excites the canine with the object and then throws it out a reasonable distance so that it remains visible to the canine. As the object hits the ground the handler releases the canine without any vocal prompts. The evaluator observes the canine's speed and enthusiasm by which he pursues and takes hold of the object. The evaluator does not evaluate the canine on its retrieve or lack thereof, only the canine's pursuit and seizing of the object. The evaluator or assistant has the canine repeat the sequence nine more times.

Score	Description
0.0 - 1.4	Canine does not pursue or walks toward object; canine sniffs object but does not pick up; canine goes off and explores surroundings; canine loses complete interest in activity in less than five throws.
1.5 - 1.9	Canine trots towards object; canine picks up object but drops several times; canine's enthusiasm is tepid or declines after five to six throws; canine is mildly distracted by surroundings.
2.0 - 2.5	Canine enthusiastically goes to object at a good pace; canine picks up object and carries it back to evaluator, handler, or assistant; canine consistently performs for at least seven throws before behavior slows or declines.
2.6 - 3.0	Canine energetically runs to object and picks it up; canine carries it around and plays with it; canine's performance remains energetic across all ten repetitions.

Subtests III-E, III-F, III-G, and III-H. Hunt Drive
In this part of the drive screening, an evaluator examines a canine's commitment to using its nose to search for "prey" that is not visible. A canine with a distinct hunt drive can be readily trained to "hunt" for target odors. A canine with outstanding prey and hunt drive has the potential for being a distinguished search and detection canine. There are four sub-Subtests. While the assigned handler restrains the canine candidate for the allotted time, an assistant throws the candidate's toy into tall grass, thick brush, or something similar where the toy is out of sight of the canine. The evaluator observes the canine's willingness, eagerness, and tenacity for entering the area and searching for its toy.

Subtest III-E. Hunt Drive: No Time Delay

Score	Description
0.0 - 1.4	Canine does not enter brush; searches on outside of brush; canine does not find and retrieve object; canine begins exploring other areas or returns to handler and evaluator.
1.5 - 1.9	Canine goes to brush line and tentatively enters area; canine searches for short period and repeatedly comes back out of brush; canine may locate object but sometimes quits searching when object is not quickly located.
2.0 - 2.5	Canine goes to brush line and looks for easy access into it; canine searches for object, but occasionally exits area and returns to handler and evaluator; canine searches area thoroughly and locates object or until evaluator determines search has gone on long enough.
2.6 - 3.0	Canine commits to brush area without delay; canine works area until object is located or evaluator has determined canine has searched long enough; canine retrieves object and brings it back to handler or evaluator; canine never leaves search area.

Subtest III-F. Hunt Drive: 15-second delay

Score	Description
0.0 - 1.4	Canine does not enter brush; searches on outside of brush; canine does not find and retrieve object; canine begins exploring other areas or returns to handler and evaluator.
1.5 - 1.9	Canine goes to brush line and tentatively enters area; canine searches for short period and repeatedly comes back out of brush; canine may locate object but sometimes quits searching when object is not quickly located.
2.0 - 2.5	Canine goes to brush line and looks for easy access into it; canine searches for object, but occasionally exits area and returns to handler and evaluator; canine searches area thoroughly and locates object or until evaluator determines search has gone on long enough.
2.6 - 3.0	Canine commits to brush area without delay; canine works area until object is located or evaluator has determined canine has searched long enough; canine retrieves object and brings it back to handler or evaluator; canine never leaves search area.

Subtest III-G. Hunt Drive: 30-second delay

Score	Description
0.0 - 1.4	Canine does not enter brush; searches on outside of brush; canine does not find and retrieve object; canine begins exploring other areas or returns to handler and evaluator.
1.5 - 1.9	Canine goes to brush line and tentatively enters area; canine searches for short period and repeatedly comes back out of brush; canine may locate object but sometimes quits searching when object is not quickly located.
2.0 - 2.5	Canine goes to brush line and looks for easy access into it; canine searches for object, but occasionally exits area and returns to handler and evaluator; canine searches area thoroughly and locates object or until evaluator determines search has gone on long enough.
2.6 - 3.0	Canine commits to brush area without delay; canine works area until object is located or evaluator has determined canine has searched long enough; canine retrieves object and brings it back to handler or evaluator; canine never leaves search area.

Subtest III-H. Hunt Drive: 60-second delay

Score	Description
0.0 - 1.4	Canine does not enter brush; searches on outside of brush; canine does not find and retrieve object; canine begins exploring other areas or returns to handler and evaluator.
1.5 - 1.9	Canine goes to brush line and tentatively enters area; canine searches for short period and repeatedly comes back out of brush; canine may locate object but sometimes quits searching when object is not quickly located.
2.0 - 2.5	Canine goes to brush line and looks for easy access into it; canine searches for object, but occasionally exits area and returns to handler and evaluator; canine searches area thoroughly and locates object or until evaluator determines search has gone on long enough.
2.6 - 3.0	Canine commits to brush area without delay; canine works area until object is located or evaluator has determined canine has searched long enough; canine retrieves object and brings it back to handler or evaluator; canine never leaves search area.

Subtest III-I. Handler - Canine Interaction (optional)

The interaction between the handler and canine is observed during the screening. The handler is also asked to down a canine from a sit and follow with a reward.

Score	Description
0.0 - 1.4	Canine ignores handler. Refuses reward. Handler and canine do not have an established working relationship.
1.5 - 1.9	Canine needs to be refocused, takes reward but immediately drops it and becomes distracted. Handler must coax canine to continue interaction. Canine frequently ignores handler. Handler and canine have a weak working relationship and lack a positive working attitude.
2.0 - 2.5	Canine and handler have a fair working relationship. Canine focuses on handler but lacks enthusiasm. Takes reward from handler and continues to interact only with handler's encouragement.
2.6 - 3.0	Canine maintains very good eye contact and focus; anticipates and takes toy. Handler and canine work very well as a team; possess well-established relationship, reward system and very positive working attitude.

Brownell-Marsolais Instrument
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Brownell-Marsolais Instrument Form

Personnel	Conditions	Canine
Evaluator: Contact #:	Date:	Name: Green or Trained (circle one)
Handler:	Location:	ID#:
Assistant:	Environment:	Breed/Gender:
Assistant:	Weather:	Age in months:
Kennel Representative:		Health Check: Yes No Fitness Check: Yes No
		SAR HRDD WILD EDD NDD IDD PD PEDD PNDD OTHER (_____)

I. SOCIABILITY

Score	Evaluation	Observations
	Subtest I-A – Stranger passerby	
	Subtest I-B – Stranger with canine on-lead	
	Subtest I-C – Stranger-handler takes canine	

Score	Evaluation
	Total Subtest Score
	Total Tests
	Sociability Score (Total Score/Total Tests)
	Observations:
	Note 1: Eliminate canine candidate if it is overly aggressive towards personnel Note 2: Eliminate canine candidate if it is a dogfighter Note 3: Eliminate canine candidate if displays flight or significant submission

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II. NERVE STRENGTH*

Score	Evaluation	Observations
	Subtest II-A – Surface Sensitivity: Slick Surface	
	Subtest II-B – Surface Sensitivity: Unstable Surface	
	Subtest II-C – Surface Sensitivity: Rough Surface	
	Subtest II-D – Height Sensitivity: Elevated Surface	
	Subtest II-E – Confined Space: Lighted	
	Subtest II-F – Confined Space: Dark	
	Subtest II-G – Sound Sensitivity: Machinery**	
	Subtest II-H – Sound Sensitivity: Pounding and/or Rattling**	
	Subtest II-I – Sound Sensitivity: Gunfire (optional)**	
	Subtest II-J – Visual Sensitivity: Moving Machinery (optional)	
	Subtest II-K – Visual Sensitivity: Smoke (optional)	

Score	Evaluation
	Total Score
	Total Tests
	Nerve Strength Score (Total Score/Total Tests)
	Observations:
	*Note 1: Eliminate canine candidate if it has significant problem with any Nerve Strength test that cannot be remedied with short-term training. **Note 2: Eliminate canine candidate if it shows flight response on Sound Sensitivity subtest(s)

III. DRIVE

Score	Evaluation	Observations
	Subtest III-A – Play Drive: Familiar Toy	
	Subtest III-B – Play Drive: Unfamiliar Toy(s)	
	Subtest III-C – Play Drive: Unfamiliar Person	
	Subtest III-D – Prey Drive	
	Subtest III-E – Hunt Drive: No Delay	
	Subtest III-F – Hunt Drive: 15-Second Delay	
	Subtest III-G – Hunt Drive: 30-Second Delay	
	Subtest III-H – Hunt Drive: 60-Second Delay	
	Subtest III-I – Handler-Canine Interaction (optional; do not include in Drive Score calculation)	

Score	Evaluation
	Total Score
	Total Tests
	Drive Score (Total Score/Total Tests)
	Observations:

Brownell-Marsolais Instrument
Search and Detection Canine Screening and Evaluation
Manual

SCALE AND DESCRIPTOR (Circle candidate's final range for each test)

Sociability Score	Nerve Strength Score	Drive Score	Descriptor
2.6 - 3.0	2.6 - 3.0	2.6 - 3.0	Excellent
2.0 - 2.5	2.0 - 2.5	2.0 - 2.5	Good
1.5 - 1.9	1.5 - 1.9	1.5 - 1.9	Fair
0.0 - 1.4	0.0 - 1.4	0.0 - 1.4	Poor

SEARCH AND DETECTION CANINE POTENTIAL

Sociability Descriptor		Nerve Strength Descriptor	Drive Descriptor	Candidate's final potential (check one)	Search and Detection Canine Potential
Excellent or Good		Excellent	Excellent		Outstanding Potential
Excellent or Good		Good	Excellent		Very Good Potential
Excellent or Good		Excellent	Good		Very Good Potential
Excellent or Good		Good	Good		Good Potential
Fair or Poor		Excellent or Good	Excellent or Good		Little Potential
Fair or Poor		Excellent or Good	Fair or Poor		Little Potential
Fair or Poor		Fair or Poor	Excellent or Good		Little Potential
Fair or Poor		Fair or Poor	Fair or Poor		No Potential

I fully evaluated the listed candidate on _____, 20__ and found that it had _____ potential to be a search and detection dog candidate.

_____   _____
Evaluator Signature   Date