

## APPENDIX B

### BROWNELL-MARSOLAIS INSTRUMENT SEARCH AND DETECTION CANINE SCREENING AND EVALUATION FORM ©2022

Personnel	Conditions	Canine
Evaluator: Contact #:	Date:	Name: Green or Trained (circle one)
Handler:	Location:	ID#:
Assistant:	Environment:	Breed/Gender:
Assistant:	Weather:	Age in months:
Vendor 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
	<b>Sociability Score</b> (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

#### 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)	

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	Subtest II-K – Visual Sensitivity: Smoke (optional)	
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Score	Evaluation
	Total Score
	Total Tests
	<b>Nerve Strength Score</b> (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
	<b>Drive Score</b> (Total Score/Total Tests)
	Observations:

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**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 SAR or detection canine candidate.

\_\_\_\_\_  
Evaluator Signature

\_\_\_\_\_  
Date

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