

Note that a mark in square 1 should not be added to the total points. No points are added for shots or imposing/threatening behaviour
Key Mentality Test 2017-01-01 (decided 2012-01-01)

Purpose/ Aim	1	2	3	4	5
Co-operation/ Play Object/handler 2	Shows no interest in object or a very brief interest	Plays with object on its own. Does not return to handler 4	Plays with object – returns after repeated commands from TL 6	Plays with object and returns to handler without being called. 8	Returns directly with object to play with handler. 10
Co-Operation / Play Object/TL 4	Shows no interest in object or a very brief interest	Plays with object on its own. Does not return to TL. 8	Plays with object – returns after repeated commands from TL 12	Plays with object but returns to TL without being called. 16	Returns directly with object to play with TL 20
Grip: Clutching 5 Meters 3	Does not clutch object/sniffs at object	Clasps object carefully. 6	Clutches object directly but not with full mouth 9	Clutches object with full mouth, some small delay. 12	Clutches directly, full mouth. 15
Grip Clutching 40 Meters. 3					
Grip Holding 5 Meters 3	Does not grip	Loose bite, loses its grip several times 6	Changes grip several times 9	Changes grip once. 12	Firm grip, alt. changes to a better grip once 15
Holding 40 Meters 4					
Grip Pull, tug 5 Meters 2	Does not hold.	Holds but does not tug 4	Varies between holding and tugging 6	Tugs during the greater part of the phase. 8	Tugs constantly during the phase. 10
Pull, tug 40 Meters. 2					
Pursuing 2	Does not start or doesn't reach the track.	Starts but breaks off 4	Starts in full speed, passes the quarry. 6	Starts slowly or runs slowly but follows up. 8	Starts in full speed - purposeful. 10
Pursuing Grip 3	Pays no attention to the quarry.	Does not grip sniffs at the quarry. 6	Grips hesitantly or after some time has elapsed. 9	Grips immediately then lets the quarry go 12	Grips immediately and keeps the quarry. 15
Perseverance 6	Does not engage it self	Works less than 30 seconds 12	Works for 30 seconds 18	Works for 60 seconds 24	Works for 90 Seconds. 30
Social self-confidence 10	Anxious/social insecure/impossible to handle	Shows social insecurity on several occasions 20	Shows social insecurity once or twice. 30	Feels uncomfortable on one occasion 40	Shows social selfconfidence all the time. 50
Social curiosity 8	Dodges/timorous	Excessively curious, obtrusive. 16	Neutral, allows patting/stroking 24	Responds to invitation by figurant 32	Normal curiosity 40
Social interaction 8	Does not answers any invitation to play	Weak answer 16	Answers the figurant's invitations to play. 24	Plays actively 32	Invites passive figurant to play 40
Capability of action 10	Does not try to solve the problems.	Tries very briefly to solve the problems 20	Solves the problems in the majority of situations. 30	Is active to solve problems in the majority of situations 40	I active to solve the problems in all situations 50
Adaptability 10	Low intensity in the majority of the test situations	High intensity in the majority of the test situations. 20	Low intensity in some of the test situations 30	High intensity in some of the test situations 40	Adapts the intensity to suit the test situations 50
Concentration 10	Lacks concentration in most of the testsituations.	Shows some concentration but has long breaks – does other things 20	Is for the most parts concentrated but has a few breaks in some situations. 30	Concentrated but with a minor concentration break. 40	Total concentration at all time. 50
Abreaction 10	Can not abreact.	Takes long time to abreact 20	Abreacts with some loss of time in several situations. 30	Abreacts with some loss of time in a few situations. 40	Abreacts quickly in all situations 50
Memory pictures 5	Disturbed by memory pictures many patterns of avoiding behaviour	Remembers. Often pattern of avoiding behaviour 10	Shows memory pattern with some (a few) avoiding behaviour. 15	Shows several memory patterns without avoiding behaviour 20	Shows a few memory patterns without avoiding behaviour. 25
Fear 4	Very scared. Flight or passivity	Scared. Some flight starts/trying to escape from the place 8	Some degree of fear. Withdrawal – trying to keep a distance 12	In the main no fear. One or two moves to keep a distance 16	Totally without fear 20
Aggressiveness 3	Remaining aggression	Shows huge aggression 6	Shows none or shortlived aggression 9	Shows minor / small aggression 12	Shows moderate aggression. 15
Curiosity 8	Does not dare to examine	Takes long time to examine 16	Needs help to examine 24	Examines without help but needs time to do it. 32	Examines directly without help. 40
Shots	Leaves the area	Avoiding reactions alt. freezing, remain on the place	Becomes more active. Remain on place, no anxiety	Control during more than one shot	No reaction. Control during first shot
Imposing/Threat-ening behaviour	Stiff body, growling towards TL, bite-intention	Stiff body, growling towards TL	Stiff body during the handling	Stiffens durin a short period of the handling before relaxing	No imposing behaviour