

Name: Kuzonga's Cheriff
 Breed: Rhodesian Ridgeback
 Born: 26/06-2005

Mental Description (MH)
 Swedish German Sheperd Dog Club, Uddevalla
 Describer: Anna Carin Andersson
 31.march 2007

	1	2	3	4	5
1a. CONTACT Greetings	Rejects contact - growl and / or attempts to bite	Avoids contact -shy and attracts	Accepts contact without answering. Don't attract.	Takes contact by itself or answer attempt for contact	Takes excessive contact, ex. jump, whine, barking.
1b. CONTACT Cooperation	Don't follow, despite of repeated attempts to attract	Follow reluctantly.	Follows, but are not involved in the test leader.	Follows willingly. Involved in the test leader.	Follows willingly, is overly involved in the test leader, ex. jump, whine, barking.
1c. CONTACT Management	Rejects. Growls and / or attempts to bite	Avoids contact, rejects, taking contact with the owner.	Accepting, is neutral.	Accepting. Replies with contact behavior	Accepts, responds with excessive contact behavior.
2a. Play 1 Playfullness	Do not play.	Do not play, but shows interest	Starts slowly but becomes active, playing.	Starts quickly, playing actively.	Starts very quickly, playing very active.
2b. Play 1 Playfullness	Do not grip	Do not grip, noses on the subject.	Grips doubtful or with the front teeth.	Grips directly with the whole mouth.	Grips directly, grip the object on the fly.
2c. Play 1 Apprehension and wrestling	Do not grip	Grips doubtful, release, holds, do not pull.	Grips, pull, release and grips again. Alternatively chews.	Grips directly with the whole mouth and pulls against until the test leader release.	Grips directly with the whole mouth, pull, alternatively pulls under the neutral part, until the test leader release.
3a. HUNTING Hot	Do not start	Starts, but interrupts	Starting or running slowly. Could increase the speed. Completes.	Starts with high-speed, determined, decelerate at the target	Starts with high speed. Runs past the target. Could turn.
3b. HUNTING Grip	Ignoring the subject.	Does not grip, noses to the target	Grips doubtful or with time delay	Grips directly, release	Grips directly. Keeps the subject at least 3 sec.
4. ACTIVITY	Is inattentive, inactive	Is alert and calm - standing, sitting or lying.	Is attentive and mostly calm. Occasional increased activity.	Is attentive with increased activity or restlessness.	Is worried. Changes quickly activities.
5a. AVST.LEK Interest	Not involved in the figurant Inactiv.	Control. Interruption occurs.	Interested, follows figurant without interruption.	Interested, wants to go. Single attempt to start.	Very interested. Wants to start. Repeated attempts to start
5b. AVST.LEK Threat / aggression.	Showing no threat.	Showing single (1-2) threat behavior during the first part.	Showing single (1-2) threat behavior during the first and second part.	Showing several threat behaviors during the first part.	Showing several threat behaviors during the first and second part.
5c. AVST.LEK Curiosity	Do not approach the figurant.	Approach the figurant when the figurant is active	Approaches the hidden but talking figurant.	Goes up to the fig with a low body position and / or time delay	Go directly to figurant without help
5d. AVST.LEK Playfullness	Showing no intrese	Do not play, but shows interest	Plays, can grip careful, do not pull.	Grips. Pull against, but can let go and take new grip.	Grips directly. Pull against, won't let go.
5e. AVST.LEK Cooperation	Showing no interest.	Becomes active but interrupts.	Is active with figurant when it is active.	Is active with the figurant. Showing also interest from passive figurant.	Encourage passive fig. to continue playing
6a. ÖVERRASKN. Fear	Do not stop, or short stop.	Crouch and stops	Make evasive without turning away the look	Runs up to 5 meters away	Runs more than 5 meters away
6b. ÖVERRASKN. Hot / resentment.	Showing no threat	Showing single threats	Showing several threats for longer time	Showing several threats and some attacks	Showing threats and attacks, that can be closed with bite.
6c. ÖVERRASKN. Curiosity	Approache after the dungaree is laid down.	Go up when the leader sits on its knee and talk to the dungaree and calls the dog	Goes up to the dungaree when the leader standing next to it	Goes up to the dungaree when the leader has gone half the distance	Goes up to the dungaree without help

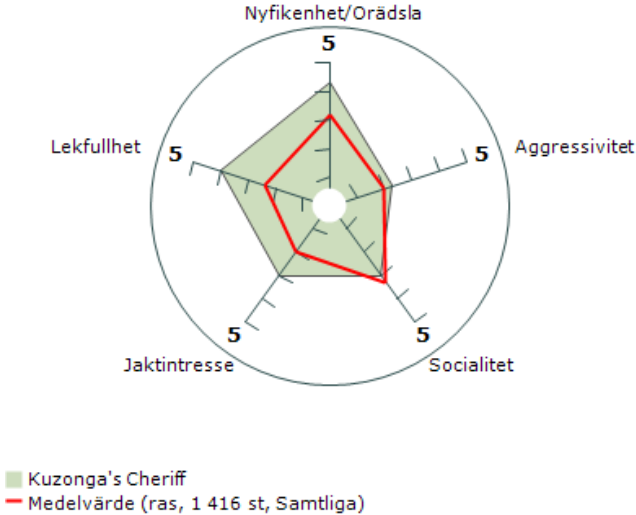
6d. ÖVERRASKN. Persistent fear	No tempo change or evasive	Small bow, or low tempo exchange at any of the passages.	Arc or tempo alternation 1st pass. Reduced deflection at 2nd passage.	Arc or tempo switching at least 2 passages without decreased intensity.	Displaying large degree of fear or increased fear after all the passages
6e. ÖVERRASKN. Remaining interest	No interest for the dungaree	Stops. Smells / looks at the dungaree, on one occasion	Stops. Smells / looks at the dungaree on at least two occasions	Bites / playing against the dungaree .The interest reduces gradually	Bites / playing with the dungaree at two or more passages
7a. LJUDKÄNSL. Fear	Do not stop, or short stop	Crouch and stops	Make evasive without turning away gaze	Runs up to 5 meters away	Runs more than 5 meters away
7b. LJUDKÄNSL. Curiosity	Do not approach the sound	Approach the sound when the leader sits on its knee and talking to the sound and calls the dog	Approaches the sound when the leader stands next to	Approaches the sound when the leader has walked half the distance	Goes up to the sound without help
7c. LJUDKÄNSL Persistent fear	No tempo change or evasive	Small arc or tempo exchange at any of the passages.	Arc or tempo alternation 1a passage. Reduced deflection at 2a passage	Arc or tempo switching at least 2 passages without sacrificing intensity.	Shows degree of fear or increased fear after all the passages
7d. LJUDKÄNSL. Remaining interest	No interest.	Stops. Smell / look at the sound at a time	Stops. Smell / look at the sound at least two occasions	Bites / playing against the sound. The interest reduces gradually	Bites / playing with the sound at two or more passages
8a. Ghosts Hot / resentment	Showing no threat	Showing single threats	Showing several threats for longer time	Showing several threats and any attack	Showing threats and several attacks
8b. Ghosts Control	Isolated control then no intresse.	Viewership against ghosts from time to time.	Checks / acting against the ghosts. Long interruptions	Checks / acting against both ghosts. Short breaks	Checks and / or trading against both the ghosts during the whole moment
8c. Ghosts Fear	Staying mainly in front of or next to the leader	Staying mainly in front of or beside the leader. Some distance marketing	Staying mainly in front of or beside the leader. Oscillate between attempt to escape and control	Stays mainly behind the leader. Oscillate between attempt to escape and control	Runs longer than the leash-length. Could take support of the audience or leave the premises
8d. Ghosts Curiosity	oes up to the figurant when the leader takes of the figurants headmask.	Goes up to the figurant when the leader is talking to the figurant and calls the dog	Goes up to the figurant when the leader is standing next to the figurant	Goes up to the figurant when the leader has walked half the distance	Goes up to the figurant without help
8e. Ghosts Contact with figurant in ghostcostume	Reject or avoid contact attempts.	Accept the contact from the figurant without answer it.	Respond to contact from the figurant.	Takes contact with the figurant itself	Intensive contact behavior against the figurant.
9a. Play 2 Playfulness	Do not play.	Plays, but shows interest	Starts slow, but becomes active, playing.	Starts quickly, playing actively.	Starts very quickly, playing very active
9b. Play 2 Apprehension	Do not grip.	Does not grip, only noses on the object	Grips doubtful or with front teeth.	Grips directly with whole mouth	Grips directly, pulling the target
10. SHOOT	Showing no interested. Rapid control and then unaffected	Decreasing control under play / passivity. Then unaffected.	Turning the interest against the shooter, the audience, or otherwise, but returns to play / passivity.	Interrupts play or inaction. Hangs on the audience, the shooter or others. Does not return to play / passivity.	Concerned, scared.
APPROVED SHOT	Yes				
CARRIED OUT MH	Yes				

Comments to the shooting

Sheriff is a very curious dog, and for one reason he wants to find the shoot. He is not afraid or insecure, but wants to figure out everything. He tried to find the shot under the 1.st shot, but was totally unafraid under the second shot. So he can with 100 % certainty said to be gunshotproof. We are competing in the Nordic workingdog programme, and several of the exercises includes shooting. Sheriff has never reacted on them.

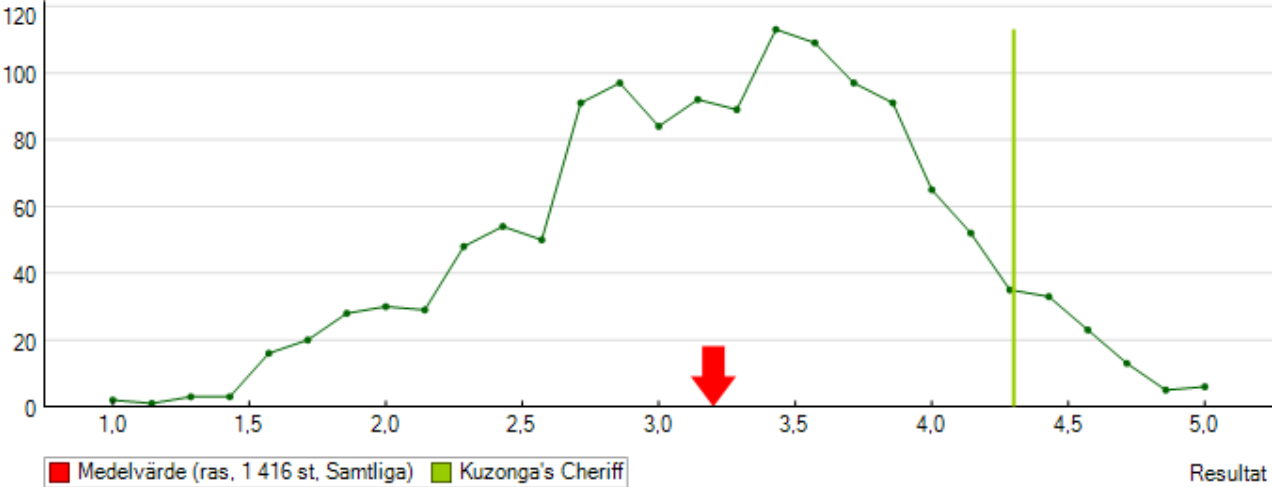
See comparison of Sheriff's MH-results with all tested RR in Sweden irrespective of age

Egenskapsvärden



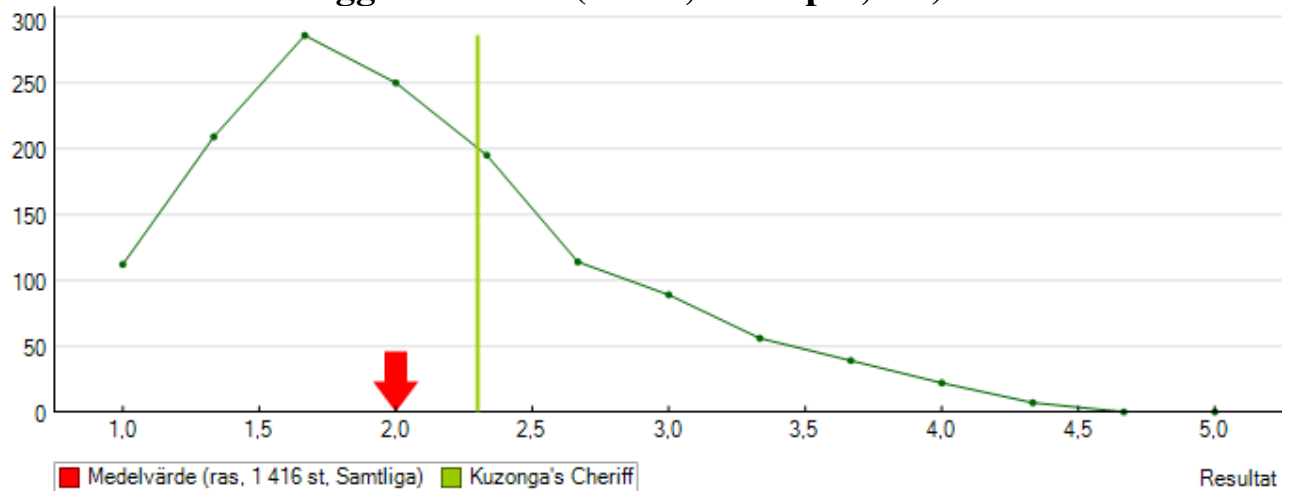
Result Chart

Curiosity / fearlessness (breed, 1 416 pcs, All)



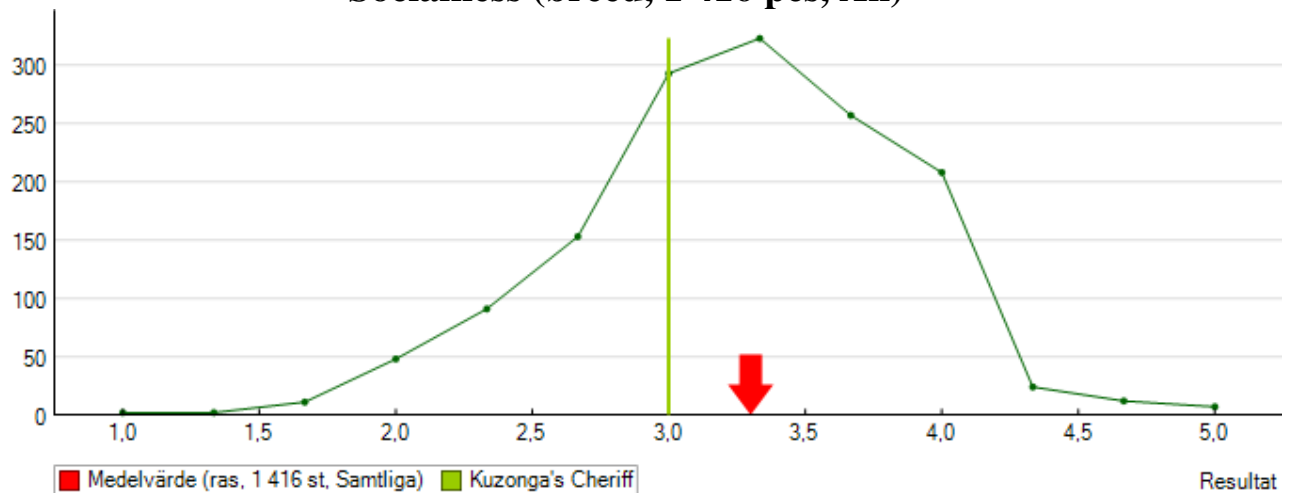
This is showing that Sheriff has got a lot of curiosity and is substantially more unaffected in unexpected situations than the average. This is a measure of the dogs general fear of the environment and Sheriff is showing almost no fear and abreacts completely in every moment.

Aggressiveness (breed, 1 416 pcs, All)



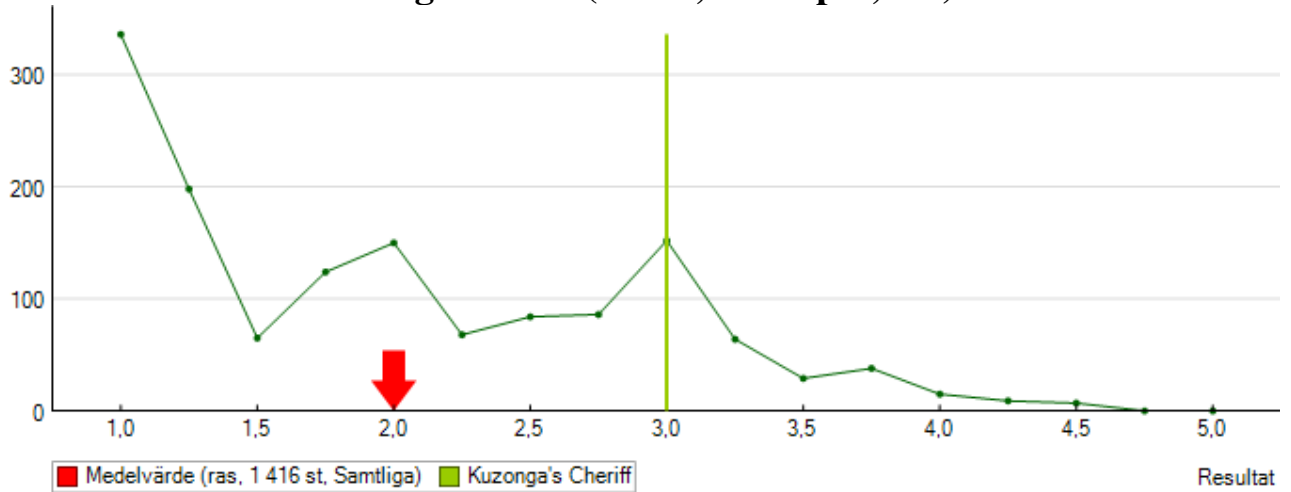
This shows that Sheriff has got a higher tendency than the average to show denunciatory behavior in unexpected situations. Please note that the abilities to show denunciatory behavior is small, and is not showing his aggressiveness in situations. This scheme should be seen in context with curiosity and fearlessness, and note that Sheriff has got a very quickly abreact in all situations. In other word, this is showing that Sheriff is fearless, has got enough courage to handle in situations without being aggressive, but abreact rapidly.

Socialness (breed, 1 416 pcs, All)



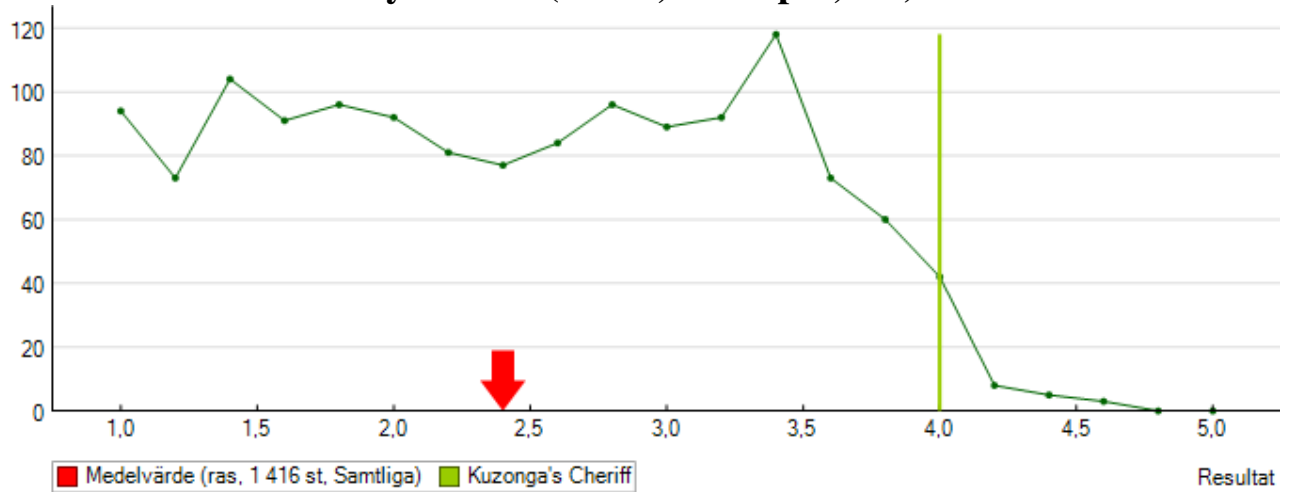
This shows that Sheriff is calm and neutral in meeting with unknown persons.

Hunting interest (breed, 1 416 pcs, All)



This shows that Sheriff has a high interest in hunting, considerable more than the average.

Playfulness (breed, 1 416 pcs, All)



This shows that Sheriff has a considerable higher interest to play with people than the average.

Photos







