

EQUIDS ETHOGRAM



Animal Welfare
Expertise

BEHAVIOUR	DESCRIPTION (McDonnell, 2003; Cooper & Mason, 1998; Wolf et al.2018; Rørvang et al. 2015; Hausberger et al. 2004; Butler et al.2014, and Nicodemus & Clayton, 2003)
Alone locomotion	Alone movement behaviour that may include: Walk: Four-beat gait where each hoof contacts the ground independently; Trot: Two-beat diagonal gait, where diagonal leg pairs move together; Canter/Lope: Three-beat gait with one hind leg leading, followed by a diagonal pair then a front leg; Gallop: Fast four-beat gait with full separation of diagonal limb pairs; Tölt: Smooth four-beat gait performed at higher speeds, it has the same footfall as a walk; Flying Pace: Two-beat lateral gait with legs on one side moving nearly simultaneously; Backing up: Two-beat diagonal backwards movement
Alone resting	Alone stationary behaviour that includes: Standing rest: Weight evenly distributed, head lowered, eyes half or fully closed, minimal ear movement; it may involve “stay apparatus” to lock limbs; Sternal recumbency: Lying with legs folded under body and sternum on ground: the head may be up or down; Lateral recumbency: Lying fully on side with legs extended
Social resting	Stationary resting behaviour with another animal within 1 body length
Anticipatory behaviour	Animal directs eyes and sometimes orients its body towards area where caretakers usually appear, or where a gate usually opens, and/or towards people walking around outside the enclosure. Does not include any anticipatory pacing (this is defined within pacing behaviour)
Vocalisation	Animal makes any vocalisation e.g. whinny, neigh, grunting, calling
Alone non-enrichment play	Play behaviours (e.g. pawing, chasing, biting, pushing, jumping) with the animal’s own body, pool water, or part of the environment (but not involving any enrichment items)
Enrichment engagement	Focal shows play or exploratory behaviours towards enrichment object or activity added to the enclosure. If the item is a carcass or the animal ingests the food contained within the item, record as food intake. Note whether alone or social.
Social non-enrichment play	Focal animal engaged in pawing, chasing, attempting to bite, pushing, jumping with another animal, all more gently and at lower speeds than agonistic interactions, and may involve pool water, or part of the environment (but not any enrichment items). Few prolonged instances of aggressive postures or behaviours, but may occur very briefly during intense play
Food intake	Focal ingests food contained within a foraging enrichment item or as part of an enrichment activity
Social grooming	Focal animal licks and gently bites fur of another animal, and may include gentle rubs of its body or part of body against another animal
Sexual behaviour	Animal engages in genital-to-genital contact, touches a genital to another’s body part, sniffs another’s genital area, or touches its body part to another animal’s genitals. May include full mounting and copulation, pelvic thrusting, and Flehmen response after genital sniffing or licking.
Agonistic behaviour	Agonistic behaviours can be distinguished from rough play since they usually occur at higher speeds, and may include growling and energetic chasing and biting.
Alone grooming	Animal licks and gently bites its own fur or body parts
Wakeful inactivity	Focal animal is in a standing, sitting or lying position but eyes are clearly open and it is not resting
Alone sniffing	Animal sniffs air, sometimes tilting head upwards, and sometimes sticking tongue out. Sniffing enrichment object is classified under enrichment engagement.
Environmental rubbing	Animal rubs or scratches body or part of body clearly back and forth against a part of the environment such as the walls, substrate, or gates
Pacing without anticipation	Animal walks in the same route for 3 laps or more, where it doesn’t vary from the pattern but the sequence does not include anticipatory behaviours nor does it take place in a location where a predictable event may occur e.g. a gate. Observe the animal walking 3 laps of the route, and then start recording it as pacing behaviour.
Pacing with anticipation	Animal walks in the same route for 3 laps or more, where it doesn’t vary from the pattern and the sequence includes anticipatory behaviours, such as vigilance and may take place in an area where a predictable event may occur e.g. a gate. Observe the animal walking 3 laps of the route, and then start recording it as pacing behaviour.
Oral Abnormal Repetitive Behaviour	Behaviour that is repetitive, invariant, and doesn't seem to have a function, and is focussed on the animal’s mouth e.g repetitive mouth movements, bar chewing, invariant licking, cribbing, or regurgitation and reingestion. Record from first instance if a known ARB for that animal, otherwise start after 3 repeats.
Locomotoric Abnormal Repetitive Behaviour	Behaviour that is repetitive, invariant, and doesn't seem to have a function, and is based on an animal’s movements e.g. head tossing, repetitive rubbing. Record from first instance if a known ARB for that animal, otherwise start after 3 repeats. Do not include pacing or pattern swimming.
Urinate/Defaecate	Animal observed urinating or defaecating
Other behaviour	Any other behaviour not listed
Out of sight	Animal is not visible