



BEHAVIOUR	DESCRIPTION (Ring-tailed lemur ethogram adapted from Kelly et al., 2025)
Alone locomotion	Animal walking, climbing, or scrambling more than 1 body length away from another animal
Alone resting	Stationary on land or in tree/structure eye(s) half or fully closed, minimal head orientation movements
Social resting	Stationary on land or in a tree/structure, eye(s) half or fully closed, minimal head orientation movements and within 1 body length of another animal
Social walking	Walking on land or structure in the same direction and within 1 body length of another animal
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. growling, grunting, calling
Alone non-enrichment play	Play behaviours (e.g. pawing, chasing, biting, pushing, jumping) with the animal's own body 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
Sniffing	Focal sniffs 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
Agonistic behaviour	Agonistic behaviours can be distinguished from rough play since they usually occur at higher speeds, and may include growling and energetic chasing, biting, and scent fighting.
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. Includes scent marking of environmental features.
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, or regurgitation and reingestion. Record from first instance if a known ARB for that animal, otherwise start after 3 repeats.
Locomotor 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	Animal observed urinating
Defaecate	Animal observed defaecating
Other behaviour	Any other behaviour not listed
Out of sight	Animal is not visible