

Simplified scoring table

0: largely absent; 1: occurring in up to 20% of group; 2: occurring in >20% of group

PART 1

Criteria	Measure	Score (circle answer)	Write remarks
Hunger	Body condition score	1 2 3 4 5	
Thirst	# <i>working</i> drinkers?	Good / Sufficient / Poor	
	Are drinkers clean?	Good / Sufficient / Poor	
Resting	Injuries from lying	0 1 2	
	Manure on body	0 1 2	
Thermal comfort	Panting	0 1 2	
	Huddling, shivering	0 1 2	
Movement	Space allowance	m ² / pig	
Injuries	Lameness	0 1 2	
	Wounds	0 1 2	
	Tail lesions	0 1 2	
Disease	Coughing	0 1 2	
	Diarrhoea	0 1 2	
Procedures	Castration	Yes / No	
	Tail docking	Yes / No	
	Teeth grinding	Yes / No	

Simplified scoring table			
PART 2			
Criteria	Measure	Enter frequency, time and circle terms	Score (circle answer)
Social behaviours + exploration	Tally positive, negative, social and explorative behaviour for 5 minutes (10 second/ animal)	Positive (play, body contact):	Mostly positive
		Negative (fighting, biting, head knocks):	Mostly negative
		Social neutral (nose contact):	Mostly neutral
		Exploration (rooting, chewing, nosing environment):	0 1 2
Fear of humans	How quick do they approach? Step in the pen and measure the time.	Time until first approach: Time until first touch:	Mostly curious Mostly reluctant Mostly avoidant
Expression	Mark the terms that best describe the group body language	active fearful agitated frustrated aimless happy bored lively calm playful content relaxed distressed sociable enjoying tense	Mostly positive Mostly negative Mostly neutral