

Section 1.3.2 – Overall evaluation system (Fort Worth Zoo)

Method:

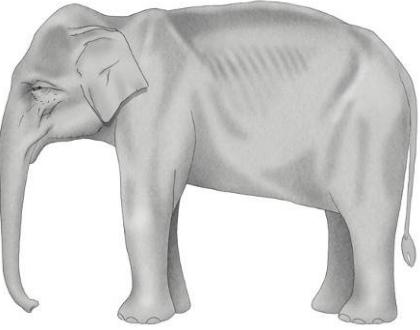
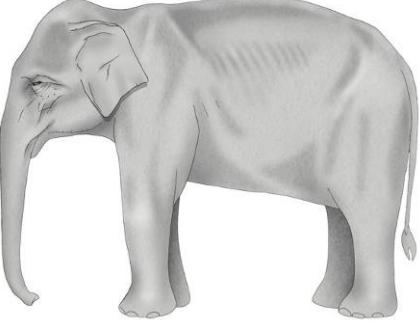
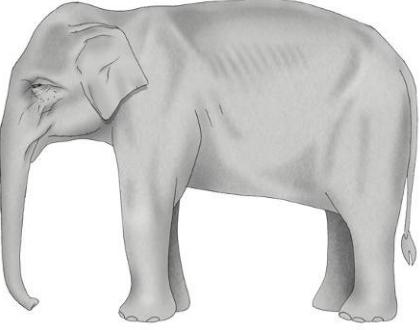
Body condition score the four printed photosets and the three Tulsa Zoo Asian elephants using the 9pt body condition scoring system developed by Treiber, McClements, Howells, and Ward (unpublished)

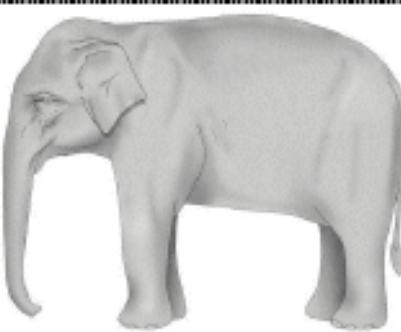
Animals should be scored from anterior to posterior, beginning with the **Forequarters** and moving from the neck to the front of the shoulder, then across the shoulder blade. Next the **Whole Body** image should be examined moving from the shoulder into the torso, then up along the backline, then down along the ribcage, and finally back up to the point of the hip. The **Hindquarters** then provide a lateral image of the pelvis moving from the point of the hip and the front of the pelvis to the rump. Finally the **Rump** should be examined for the areas behind the pelvis and beside the tailhead, and finally the tailhead itself. Once this first examination is completed, the entire subject should be reconsidered as a whole. Individual areas may also be readdressed before settling on a final overall score.

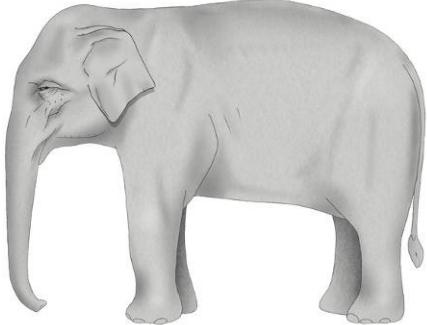
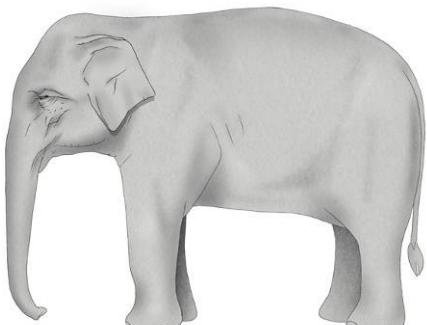
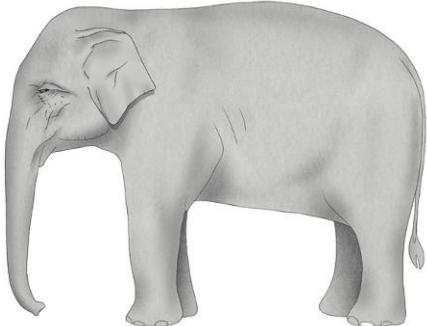
Assessment is based on the entire profile of the body, with considerations given to specific regions. Record overall body condition scores for each specimen on this data sheet and additional pertinent comments where applicable.

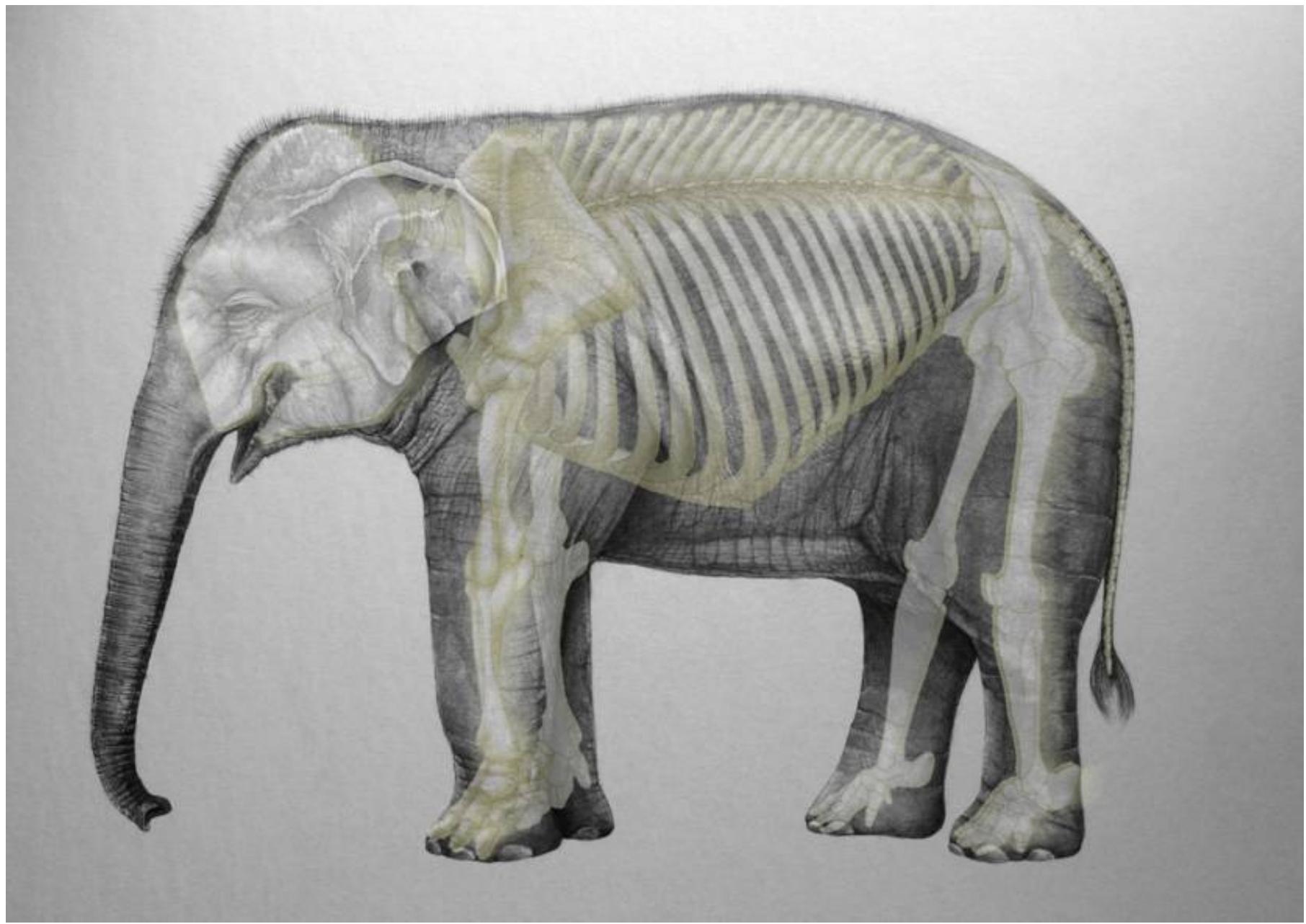
	A	B	C	D	E	F	G	H	I
1. Assessment – Scores: 1-to-9

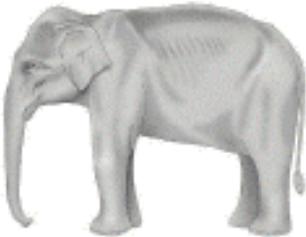
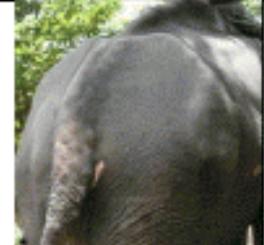
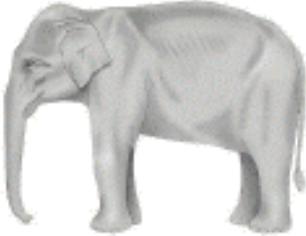
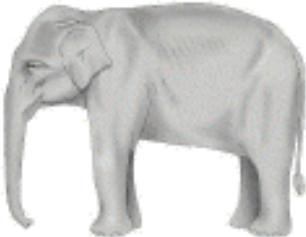
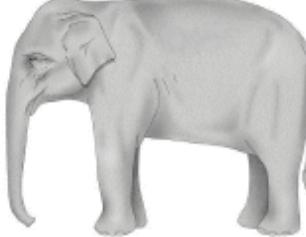
Comments (indicate elephant)

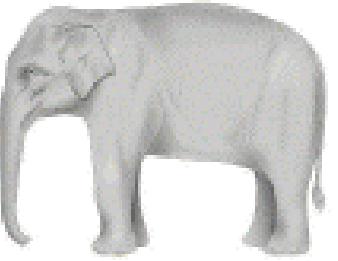
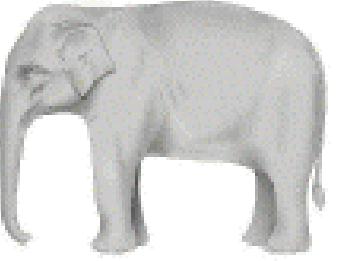
<p>1 Extremely low (Emaciated. Skeleton sharply defined; skin stretched tightly over bones.)</p>  	<p>Forequarters: Neck sunken in, dorsal ligature acutely defined. Shoulder blade concave and sharply defined with angular depressions in front and behind shoulder. Ridges on the front and rear edges of the scapula form a sharply defined triangular peak.</p> <p>Midsection: Crest of spine forms a vertical, fin-like ridge from shoulder to hip. Multiple ribs are visible and extend the length of the ribcage.</p> <p>Hindquarters: Point of the hip protrudes as a bony ridge extending all the way to the backline, with sharp depressions in front and behind. Point of the buttocks is apparent. Rump forms a concavity on either side between the pelvis and tailhead. Tailhead is a sharply defined ridge with individual vertebrae clearly visible.</p>
<p>2 Very Low (Skeleton barely covered; bones clearly visible but covered by a thin layer of tissue.)</p>  	<p>Forequarters: Neck depressed, dorsal ligature clearly defined. Shoulder blade slightly concave with angular depressions in front and behind shoulder beginning to blend together. Ridges on the front and rear edges of the scapula form a triangular.</p> <p>Midsection: Crest of spine forms a tall, prominent vertical ridge from shoulder to hip, but the base flows smoothly into the torso. The dorsal curves of multiple ribs are visible.</p> <p>Hindquarters: Point of the hip protrudes as a bony ridge extending to the backline, with sharp depressions in front and behind. The point of the buttocks is no longer apparent. Rump forms a concavity on either side between the pelvis and tailhead. Tailhead is a defined ridge with some individual vertebrae visible.</p>
<p>3 Low (Articulations apparent and angular, but beginning to blend together. Not all bones visible.)</p>  	<p>Forequarters: Neck depressed from shoulder but angles smoothed. Dorsal ligature still apparent. Shoulder blade slightly concave. Rear edge of the scapula defined but blending into torso. Front edge of the scapula just noticeable but blending with shoulder.</p> <p>Midsection: Crest of spine forms a vertical ridge from shoulder to hip, but the base flows smoothly into the torso. Some ribs may be visible.</p> <p>Hindquarters: Point of the hip visible but vertical line of the pelvis only slightly apparent, with depressions in front and behind. Rump slightly concave or flat on either side between the pelvis and tailhead. Tailhead is a defined ridge with a smooth base. Some individual vertebrae may be noticeable.</p>

<p>4 Moderate Low (Articulations apparent but blending together.)</p>  	<p>Forequarters: Neck indented from shoulder but filling out. Dorsal ligature blending with sides of the neck. Triangular shape of shoulder blade just visible, but no longer concave.</p> <p>Midsection: Crest of spine noticeable as a ridge several inches high from shoulder to hip, but blending into the torso. Ribs not visible.</p> <p>Hindquarters: Hip blending into torso but point of the hip still visible with a depression in front. Rump flat on either side between the pelvis and tail head. Tail head is a defined ridge with a smooth base. Some individual vertebrae may be noticeable.</p>
<p>5 Moderate (Articulations noticeable, but angles becoming filled and smooth.)</p>  	<p>Forequarters: Neck indented from shoulder but round and filled; dorsal ligature no longer visible. Shoulder blade barely visible, shoulder blended with torso.</p> <p>Midsection: Crest of spine barely noticeable as a smooth or slightly concave downward slope into the torso. Ribs not visible.</p> <p>Hindquarters: Hip blending into torso but point of the hip still visible with a depression in front. Rump flat or becoming rounded on either side between the pelvis and tailhead. Tailhead noticeable as a slight ridge but beginning to blend with rump. Individual vertebrae not visible.</p>
<p>6 Moderate High (Articulations slightly noticeable; animal beginning to appear smooth and rounded.)</p>  	<p>Forequarters: Neck round and filling close to level of shoulder. Shoulder continuous with torso, but apparent as a rounded peak between neck and back.</p> <p>Midsection: Crest of spine barely noticeable as a downward slope with little to no depression between the backline and the torso. Torso becoming filled and rounded.</p> <p>Hindquarters: Hip barely apparent with point of the hip blending into the back and only a slight depression in front. Rump slightly rounded on either side between the pelvis and tail head. Tailhead just noticeable.</p>

<p>7 High (Articulations just noticeable; animal appears rounded).</p>  	<p>Forequarters: Neck round and nearly continuous with shoulder. Shoulder continuous with torso and nearly continuous with back, apparent as a slight bump between neck and back.</p> <p>Midsection: Crest of spine apparent as a raised mound in center of back or continuous with torso. Torso nearly filled and rounded.</p> <p>Hindquarters: Hip barely visible with point of the hip blending into the back and only a slight depression in front. Rump rounded on either side between the pelvis and tailhead. Upper half of tailhead blends with rump; lower half of tailhead just noticeable.</p>
<p>8 Very High (Articulations barely noticeable; animal becoming spherical).</p>  	<p>Forequarters: Neck round and nearly continuous with shoulder. Shoulder continuous with torso and back. Topline nearly smooth above shoulder, with shoulder forming a barely noticeable bump between neck and back.</p> <p>Midsection: Spine barely distinguishable from torso. Back becoming rounded. Torso forms a round, almost smooth curve from topline to undercarriage and from front to rear.</p> <p>Hindquarters: Hip disappearing, with only a slight depression in front of pelvis. Rump rounded on either side between the pelvis and tail head. Tailhead becoming continuous with rump.</p>
<p>9 Extremely High (No articulations visible; animal becoming a smooth sphere).</p>  	<p>Forequarters: Neck filled and continuous with shoulder. Shoulder continuous with torso and back. Topline smooth from neck to rump.</p> <p>Midsection: Back rounded or table-like. Torso forms a continuous smooth curve from back to undercarriage and from front to rear.</p> <p>Hindquarters: Hip almost completely filled and smooth. Rump rounded when viewed from side or back. Tailhead nearly continuous with rump.</p>



1 Extremely Low				
2 Very Low				
3 Low				
4 Moderate Low				
5 Moderate				

6 Moderate High				
7 High				
8 Very Low				
9 Extremely High	