

Behavior	Modifier	Definition
Aggression	Non-Contact, Agent	Agent of aggressive behaviors (assailant) directed to another individual that do not include any physical contact. Includes lunge, rush, and threats.
	Non-Contact, Recipient	Recipient of aggressive behaviors (victim) that do not include any physical contact. Includes lunge, rush, and threats.
	Contact, Agent	Agent of aggressive behaviors (assailant) that must involve some physical contact between individuals. Includes wrestle, lunge hit, grab, bite, throw, and scratch. May include pilo-erection.
	Contact, Recipient	Recipient of aggressive behaviors (victim) that must involve some physical contact between individuals. Includes wrestle, lunge hit, grab, bite, throw, and scratch. May include pilo-erection.
Contact		Individual physically touches one or more conspecifics. Includes passive contact (eg two individuals in contact as they sleep next to each other) and affiliative active contact (eg individuals walk in contact).
Display	Chimpanzees	Aggressive behavior without any clear and identifiable chimpanzee recipient. May include pilo-erection, and such behaviors as beat on or move inanimate objects, stomp, slap, sway, hoot, chest-beat, or run.
	Humans	Aggressive behavior without any clear and identifiable human recipient. May include pilo-erection, and such behaviors as beat on or move inanimate objects, stomp, slap, sway, hoot, chest-beat, or run.
Feed/Forage		Individual handles, manipulates or ingests food items such as primate chow, biscuits, fruits, vegetables, natural vegetation. Includes foraging through bedding or other materials in search of desired food items. Does not include ingestion of feces. Individual ingests water. May be from nipple lixit, ground source, waterfall or standing water pool. Does not include ingestion of urine.

Groom	Self-Directed	Pick through own hair or skin and remove debris with hand and/or mouth. Does not include pull hair or scratch.
	Social, Agent	Pick through hair or at skin of another individual and remove debris with hands and/or mouth. Does not include pull hair.
	Social, Recipient	Have hair or skin picked through by another individual who removes debris with hands and/or mouth. Does not include pull hair.
	Social, Mutual/Multiple	Subject and one or more individuals both pick through each other's hair or skin and remove debris with hand and/or mouth. Does not include pull hair.
Human Interaction	Orientation, Staff	Individual maintains gaze directed towards member of the care staff. Must be maintained for longer than 3 seconds. Ape must be within 1 meter of the glass/mesh barrier. May include beg or play solicitation.
	Orientation, Public	Individual maintains gaze directed towards member of the public. Must be maintained for longer than 3 seconds. Ape must be within 1 meter of the glass/public barrier. May include attention to observer, such as beg or play solicitation.
Idiosyncratic Behavior	Movement or Posture	Sustained movement of body, such as rock or head-bob or pace, with a definitive repetitive pattern.
	Body Manipulation	Repeated or sustained manipulation of a specific area of own body, such as eye-poke, self-pat or ear-cover.
Locomotion	Horizontal	Individual changes location in horizontal space by walking, running, crawling, etc. The change in location must be greater than one body length. Counts as Horizontal if all four limbs touch the ground, even if subject moves on a slope (eg down a hill or set of stairs).
	Vertical	Individual changes location in vertical space by climbing, sliding, jumping, etc. The change in location must be greater than one body length. Counts as Vertical if limbs are on any

		other substrate (eg ropes), even if subject moves horizontally among the ropes.
Object Manipulation	Enrichment	Individual visually examines or manipulates various non-food enrichment items (eg paper, cardboard, towels), or bedding material (eg hay, straw). Individual manipulates prepared enrichment food item (eg feeder tube). May include pick up, push, examine, pick at, lick, scratch, pull, rip, and/or shake. Prepared enrichment includes any edible or non-edible item that is given to the chimpanzees to stimulate natural activity and may be in their enclosure temporarily (eg blankets, feeder pipes, hay/straw) but not permanent elements of their enclosure such as ropes, grass, etc.
	Other	Individual visually examines or manipulates elements of the environmental structures (such as walls, floor, cage mesh, windows or ropes). Manipulates natural vegetation. Manipulation of food items is scored as feed/forage, unless those food items are clearly not being ingested (eg manipulate banana peel without eating it), May include pick up, push, examine, pick at, lick, scratch, pull, rip, and/or shake.
Play	Social	Non-aggressive interactions involving two or more animals. Never accompanied by pilo-erection or agonism; may be accompanied by play-face and/or laugh. Includes rough-and-tumble play (fast-paced, vigorous locomotion, wrestle, hit, pull, chase, bite, etc.), quiet play (slower-paced, gentle-tickling, finger and toe manipulation, etc.) and also includes social play initiation.
	Solitary	Individual may play quietly by itself with hands, fingers, and toes, other body parts, or an object may be handled and be the focus of play. The individual may toss, hold, wear, carry, chew or make contact with the object while making playful movements. May be either boisterous or quiet. May also include active play involving swing, dangle, leap, somersaults, runn, gambol, pirouette, and bounce. Vigorous locomotion or rotation of the whole body or its parts is typical.

Scratch	Rough	Rake fingernails over own skin; larger sweeping scratching involving arm movement.
	Gentle	Rake fingernails over own skin; smaller movements of hand.
Submission	Agent	Agent of submissive behavior, includes crouch, bob, flee, avoid, fear grimace, bared-teeth scream and pant-grunt towards another individual.
	Recipient	Recipient of submissive behavior, includes another individual crouch, bob, flee, avoid, fear grimace, bared-teeth scream and pant-grunt towards the subject.
