

An assessment of animal welfare impacts in wild Norway rat (*Rattus norvegicus*) management

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Online Resource 1: Part A Impact Scales (continued overleaf). From Sharp and Saunders (2011)

DOMAIN I: WATER DEPRIVATION, FOOD DEPRIVATION, MALNUTRITION		
Impact category	Description of impact	Examples
NO IMPACT	No effect on food/water intake	
MILD IMPACT	Short-term water or food restrictions that are within usual tolerance levels for the species.	An animal has a few hours without water; in shade conditions. Short-term deprivation of food.
MODERATE IMPACT	Water or food restrictions which cause serious short-term or moderate long-term effects on physiological state or body condition, but such effects remain within the capacity of the body to respond to nutritional variations and allow spontaneous recovery after restoration of a good quality diet.	An animal has a few hours without water; in hot, sunny conditions. Deprivation of food long enough to bring about mobilisation of body fat stores.
SEVERE IMPACT	Severe restrictions on food/water intake that lead to significant levels of debility.	An animal has many hours without water. Deprivation of food for many days resulting in severe loss of body weight.
EXTREME IMPACT	Extreme restrictions on food/water intake that would likely result in the animal dying from dehydration or starvation.	An animal has many days without water and /or food and dies from severe dehydration and/or starvation.

DOMAIN 2: ENVIRONMENTAL CHALLENGE

Impact category	Description of impact	Examples
NO IMPACT	Exposure to environmental challenge is not a feature of or consequence of the mode of action.	Exposure to ambient conditions that are within an animals' thermoneutral range.
MILD IMPACT	Short term exposure to environmental conditions which are outside the normal range encountered by the animal but remain within their physiological adaptive capacity.	Exposure to levels of heat or cold which are outside the thermoneutral range, but which do not lead to debility in the long-term.
MODERATE IMPACT	Marked short-term or moderate long-term environmental challenges that elicit body responses beyond the physiological adaptive capacity of the animal, but where the untoward effects are readily reversed by restoration of normal ambient conditions.	Short-term heat stress caused by exposure to high ambient temperatures combined with exercise.
SEVERE IMPACT	Severe environmental challenges that lead to serious physiological compromise or permanent dysfunction, injury or illness.	An animal is exposed to severe heat or cold which could possibly lead to failure of thermoregulation and collapse.
EXTREME IMPACT	Long-term exposure to extremes of heat or cold that bring about the death of the animal from hyper- or hypothermia.	Animals that are left in leg-hold traps, cage traps or yards in extremes of heat or cold and subsequently die from hyper- or hypothermia.

DOMAIN 3: INJURY, DISEASE, FUNCTIONAL IMPAIRMENT

Impact category	Description of impact	Examples
NO IMPACT	Disease, injury or functional impairment is not a feature of or consequence of the mode of action.	
MILD IMPACT	Body responses remain within the homeostatic capacity of the animal to react with no or only minor debility or incapacity.	Minor injuries (e.g. minor skin laceration, oedematous swelling of foot and/or leg, mild mouth injuries). Minor functional impairment (e.g. mild vomiting/retching, diarrhoea).
MODERATE IMPACT	Disease/injury/functional impairment that results in moderately severe debility or incapacity but from which recovery would normally occur spontaneously.	Moderate injuries (e.g. damage to minor tendon or ligament, amputation of a digit, joint haemorrhage, single tooth fracture, major laceration of mouth or tongue, joint dislocation). Moderate or functional impairment (e.g. moderate vomiting/retching, diarrhoea, increased breathing, moderate haemorrhages, convulsions).
SEVERE IMPACT	Injury/disease/functional impairment that result in severe debility or incapacity and serious physiological compromise and would normally cause permanent disability. Includes injuries that are likely to reduce survival if the animal were to be released.	Severe injuries (e.g. deep and wide lacerations, severed tendons, broken foot and leg bones below elbow or stifle, joint dislocations, amputations). Severe or functional impairment (e.g. severe vomiting/retching, diarrhoea, abnormal breathing, severe haemorrhages, convulsions).
EXTREME IMPACT	Injury/disease/functional impairment that result in very severe debility or incapacity due to the effects of traumatic injury, infectious agent or toxin.	Extreme injuries (e.g. death caused by excessive blood loss or shock, spinal chord injury, severe internal bleeding, fractures of more than one limb, severe jaw fracture, fractures of limbs above elbow or stifle). Extreme or functional impairment (e.g. extreme persistent vomiting/retching, diarrhoea, laboured breathing, convulsions, blindness, immobility/prostration, excessive and prolonged haemorrhaging).

DOMAIN 4: BEHAVIOURAL, INTERACTIVE RESTRICTION

Impact category	Description of impact	Examples
NO IMPACT	No interference with the behavioural needs of an animal (an animal's behavioural needs being those activities which when thwarted produce untoward physiological or psychological effects).	
MILD IMPACT	Mild interference with the behavioural needs of an animal.	Mild and short-term physical restraint resulting in minor behavioural or interactive restriction.
MODERATE IMPACT	Moderate interference with the behavioural needs of an animal resulting in negative physiological or psychological effects which are readily reversed after restoration of normal conditions.	Restraint that results in agitation from not being able to perform natural behaviour that the animal is highly motivated to perform e.g. feeding, moving, resting, grooming, mating, caring for young.
SEVERE IMPACT	Marked interference with the behavioural needs of an animal leading to physiological or psychological compromise that may cause long-term or permanent negative effects.	Severe abnormal self-directed behaviour e.g. chewing/biting of feet and limbs when restrained. Normal defensive and/or escape reactions to visibility of or presence of predators are prevented.
EXTREME IMPACT	Extreme interference with the behavioural needs of individuals or groups of animals leading to psychotic-like behaviour or to agonistic interactions that result in very severe injury or death.	Restraint that results in extreme abnormal self-directed behaviour, excessive aggression, stereotypy (e.g. severe fighting among incompatible social groups, unfamiliar individuals that are in close proximity). Inability to escape attack by a predator.

DOMAIN 5: ANXIETY, FEAR, PAIN, DISTRESS, THIRST, HUNGER ETC.

Impact category	Description of impact	Examples
NO IMPACT	Anxiety, fear, pain, sickness, breathlessness, nausea, lethargy/ weakness, dizziness, greater than normal thirst and/or hunger or other negative affective experiences causing distress are not a feature or consequence of the method.	
MILD IMPACT	Mild anxiety, fear, pain, sickness, breathlessness, nausea, lethargy/ weakness, dizziness, unsatisfied thirst and/or hunger or other negative affective experience causing distress.	Limited human contact with no physical handling.
MODERATE IMPACT	Moderate anxiety, fear, pain, sickness, breathlessness, nausea, lethargy/ weakness, dizziness, unsatisfied thirst and/or hunger or other negative affective experience causing distress.	Moderate level of human contact with minimum of physical handling.
SEVERE IMPACT	Severe anxiety, fear, pain, sickness, breathlessness, nausea, lethargy/ weakness, dizziness, unsatisfied thirst and/or hunger or other negative affective experience causing distress.	High level of human contact with a degree of physical handling.
EXTREME IMPACT	Extreme inescapable or unrelieved anxiety, fear, pain, sickness, breathlessness, nausea, lethargy/ weakness, dizziness, unsatisfied thirst and/or hunger or other negative affective experience causing distress which is judged to be at or beyond the limits of reasonable endurance and results in the death of the animal.	Excitement, fear and distress in struggling restrained animals that result in death from capture myopathy.