## QUALITY OF LIFE SCALE

Score	Criterion
0-10	<u>Hurt/Pain</u> – Adequate pain control and breathing ability is a top concern. Trouble breathing outweighs all other concerns. Is the pet's pain well managed? Can the pet breathe properly? Is oxygen supplementation necessary?
0-10	Hunger – Is the pet eating enough? Does hand feeding help? Does the pet need a feeding tube?
0-10	Hydration – Is the pet dehydrated? For patients not drinking enough water, use subcutaneous fluids daily or twice daily to supplement fluid intake
0-10	Hygiene – The pet should be brushed and cleaned, particularly after eliminations. Avoid pressure sores with soft bedding and keep all wounds clean
0-10	Happiness – Does the pet express joy and interest? Is the pet responsive to family, toys, etc.? Are they able to do their usual activities of daily living (walks, ball play, etc.)? Is the pet depressed, lonely, anxious, bored, or afraid? Can the pet's bed be moved to be close to family activities?
0-10	<u>Mobility</u> – Can the pet get up without assistance? Does th pet need human or mechanical help (like a cart)? Does the pet feel like going for a walk? Is the pet having seizures or stumbling?
0-10	More Good Days Than Bad – When bad days outnumber good days, quality of life might be too compromised. When a healthy human-animal bond is no longer possible, the caregiver must be made aware that the end is near. The decision for euthanasia needs to be made if the pet is suffering. If death comes peacefully and painlessly at home, that is okay.
TOTAL	
	A total over 25 points represents life quality to continue with hospice. If total is below 35, then every effort should be made to improve any areas that can be improved. If additional improvement is not possible, then humane euthanasia should be considered.

## Give a score in each category with 0 being unacceptable and 10 being excellent

0-10	Sun	Mon	Tues	Wed	Thur	Fri	Sat
Hurt/Pain							
Hunger							
Hydration							
Hygiene							
Happiness							
Mobility							
More Good Than Bad							
Total							

0-10	Sun	Mon	Tues	Wed	Thur	Fri	Sat
Hurt/Pain							
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More Good Than Bad							
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