

<b>Key</b>	<b>Behavior</b>
<b>P</b>	Playing - wrestling included
<b>PS</b>	Self play
<b>PI</b>	Initiate social play
SubKeys associated to Play	<b>b</b> = bow; <b>ea</b> = exaggerated approach; <b>a/w</b> = approach withdrawal; <b>gm</b> = general movements; <b>fp</b> = facepawing; <b>ll</b> = leap-leap
<b>A</b>	Approach
<b>B</b>	Bite intention (context not clear)
<b>F</b>	Fighting, which include barking and wrestling aggressively, biting without a clear dominance display
<b>D</b>	Dominance/offensive/aggressive displays - raised hackles, stand over display, tail and body held high, stiff body posture, bared teeth, growls
<b>DG</b>	Dominance greeting - active submission given to animal
<b>Su</b>	Submissive/defensive - lowered body, wining tucked tail, rolling on side or back, yelping
<b>SuA</b>	Active submission
<b>SuP</b>	Passive submission
<b>Ru</b>	Running, chasing
<b>A</b>	Ambush
<b>T</b>	Trotting, traveling
<b>Fe</b>	Feeding
<b>Re</b>	Resting, lying down, sitting
<b>(sit1/sit2)</b>	Sit1= sit on all 4 (almost lying down; head up); sit2= sit on back legs, front legs up
<b>Hu</b>	Hunting behavior (pouncing)
<b>Ho</b>	Howling
<b>In</b>	Infantile (neonatal -contactual)
<b>St</b>	Standing
<b>E/I</b>	Explore/Investigate
<b>G</b>	Inguinal response – lift up a rear leg for appeasement
<b>O</b>	Other

<b>Date:</b>		<b>Time Start:</b>		<b>Time End:</b>		<b>Coyote</b>			
<b>Weather</b>					<b>Observer</b>				
<b>Min</b>	<b>0 sec</b>	<b>15 sec</b>	<b>30 sec</b>	<b>45 sec</b>	<b>Min</b>	<b>0 sec</b>	<b>15 sec</b>	<b>30 sec</b>	<b>45 sec</b>
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