

Appendix 4: Checklists for suitability of enrichment objects

Guidance: describe the object to score. Use - / + /+ + and % (for pig in pen). Rank the objects from optimal, suboptimal to marginal (least effective). If only suboptimal objects are available, combine to enhance characteristics.

	Object characteristics				
Object	Investigable (rootable)	Manipulable	Chewable (deformable)	Destructible	Edible
[describe object]	[score]	[score]	[score]	[score]	[score]

	Method of provision	
Object	Able to sustain interest?	Accessible to how many pigs simultaneously? (0–100%)
[describe object]	[score]	[% of pigs in pen]