

**Table 3: Behavioural variables during components of the test**

Test Component	Variable name	Definition
Hutch Approach	Response to Experimenter's Hand	Total number of different positive behaviours (including approach, come out of hiding, contact, show no response, sniff hand, turn towards experimenter)
		Total number of different negative behaviours (including freeze, thump, withdraw, hide)
Capture	Negativity of capture	Total number of different negative responses in response to experimenter's attempt to capture / pick up rabbit (as above plus, bite, scratch, kick, struggle intensely, struggle slightly, vocalise and could not capture)
		Positive behaviours (including approach and carry on as before)
	Latency to capture	Time taken to pick up rabbit (from moment experimenter entered enclosure / opened hutch to moment rabbit was securely placed in carrier in seconds)
Transfer	Time to Transfer to Novel Arena	Time taken to transfer rabbit from enclosure / hutch to novel arena (seconds)
Novel Arena	Latency to move	Time taken for rabbit to move once placed in the novel arena (seconds)
	Number of squares moved into	Number of squares traversed by the rabbit for one minute (before experimenter enters)
	Number of rears	Number of rears performed whilst the rabbit was in the novel arena (before experimenter enters)
	Number of different negative behaviours when alone in novel arena	Total number of different negative behaviours (including freeze, thump, escape, frantic to get out, scratch at corners and vocalise)
	Number of positive behaviours observed when alone in the novel arena	Total number of different positive behaviours (including explore, groom, rear, lie stretched out, sit and sniff)

Response to Carrot Pre-treatment	Pre-treatment proximity to carrot	1= Furthest corner; 2= 2-3 squares away; 3= 1 square away, 4= same square; 5= contacts or eats carrot
Experimenter enters novel arena	Positivity of response when experimenter in novel arena	Number of different positive behaviours (including approach, lie down, climb on experimenter, carry on as before, sit alert, sniff, contact experimenter) minus number of different negative behaviours (escape, thump, freeze, vocalise, withdraw)
Treatment Application	Time taken to apply treatment	Number of seconds required to securely apply blindfold or swaddle
	Negativity of response to application of treatment	Total number of different negative behaviours shown (including, bite, scratch, kick, can't be applied, chew fabric, freeze, struggle slightly, struggle intensely, tense but no struggling, thump, vocalise)
Handling	Positivity of response to handling	Rating of level of acceptance whilst being handled for 2 minutes 0 – 4: 0= can't be handled or escapes, 1= chew treatment fabric, struggles intensely, or vocalises, 2= freeze or struggles slightly; 3= tense but no struggling 4= appears relaxed with no struggling
	Level of restraint required	Degree of restraint required for most of the 2 minutes handling 1= sits un-held, 2= held loosely, 3= held firmly, 4= held tightly
	Subjective Calmness	Assessment of level of calmness whilst being handled: 1= very calm-5= very nervous
	Post-treatment proximity to carrot	1= Furthest corner; 2= 2-3 squares away; 3= 1 square away, 4= same square; 5= contacts or eats carrot,
Number of escape attempts		Total number of escape attempts whilst within the novel arena and during handling