Body Condition Scoring in Mice and Rats



BC₁

Mouse is emaciated.

- Skeletal structure extremely prominent; little or no flesh cover.
- · Vertebrae distinctly segmented.



BC 2

Mouse is underconditioned.

- « Segmentation of vertebral column evident.
- Dorsal pelvic bones are readily palpable.



BC₃

Mouse is well-conditioned.

 Vertebrae and dorsal pelvis not prominent; palpable with slight pressure.



BC 4

Mouse is overconditioned.

- ·Spine is a continuous column.
- · Vertebrae palpable only with firm pressure.



BC 5

Mouse is obese.

- . Mouse is smooth and bulky.
- Bone structure disappears under flesh and subcutaneous fat,

A "+" or a "-" can be added to the body condition score if additional increments are necessary (i.e. ...2+, 2, 2-...)



BC 1

Rat is emaciated

- Segmentation of vertebral column prominent if not visible.
- Little or no flesh cover over dorsal pelvis. Pins prominent if not visible.
- · Segmentation of caudal vertebrae prominent.



BC 2

Rat is under conditioned

- · Segmentation of vertebral column prominent.
- Thin flesh cover over dorsal pelvis, little subcutaneous fat. Pins easily palpable.
- Thin flesh cover over caudal vertebrae, segmentation palpable with slight pressure.



BC 3

Rat is well-conditioned

- Segmentation of vertebral column easily palpable.
- Moderate subcutaneous fat store over pelvis.
 Pins easily palpable with slight pressure.
- Moderate fat store around tail base, caudal vertebrae may be palpable but not segmented.



BC 4

Rat is overconditioned

- Segmentation of vertebral column palpable with slight pressure.
- Thick subcutaneous fat store over dorsal pelvis. Pins of pelvis palpable with firm pressure.
- Thick fat store over tail base, caudal vertebrae not palpable.



BC 5

Rat is obese

- Segmentation of vertebral column palpable with firm pressure; may be a continuous column.
- Thick subcutaneous fat store over dorsal pelvis. Pins of pelvis not palpable with firm pressure.
- Thick fat store over tail base, caudal vertebrae not palpable.