

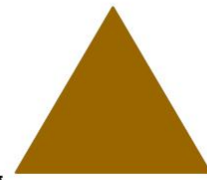
What is Welfare?

Animal welfare can be a difficult concept to understand because it has no single definition and can mean different things to different people. Welfare generally refers to “the quality of an animal’s life as it is experienced by an individual animal”¹. Animal welfare in its holistic sense encompasses not only the health and physical wellbeing of the animal, but the animal’s psychological wellbeing and the ability to express its own important behaviour (right). Welfare can be described as high if the animals are fit and healthy, feeling good and free from suffering^{2,3,4}, described by the Five freedoms⁵ (below).

Welfare is
Quality of Life

which is...

Mental
wellbeing



Physical
wellbeing

Natural
living

animals that are
Fit & Happy

1. Freedom from hunger & thirst

by ready access to fresh water and a diet to maintain full health and vigour

2. Freedom from discomfort

by appropriate environment including shelter and a comfortable resting area

3. Freedom from pain, injury or disease

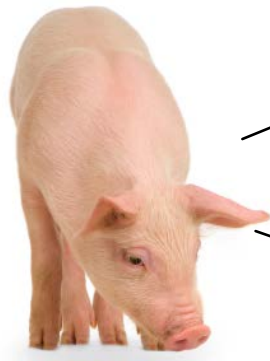
by prevention or rapid diagnosis and treatment

4. Freedom to express normal behaviour

by providing sufficient space, proper facilities and company of the animal's own kind

5. Freedom from fear & distress

by ensuring conditions and care which avoid mental suffering



Experience of

POSITIVE EMOTIONS

A state of

GOOD WELFARE

Sentient Beings...

are intelligent animals, capable of feeling emotions such as fear and pain as well as pleasure and happiness



- ◆ Can use deception⁶ and understand knowledge held by others when searching for food⁷
- ◆ Can identify their home environment at one day old⁸
- ◆ Play, explore and become more optimistic when given environmental challenges^{9,10}
- ◆ Can distinguish people wearing the same clothes¹¹
- ◆ Can understand and use mirrors to find food¹²

- ◆ Have companions¹³ and can remember up to 50-70 others¹⁴
- ◆ As calves can recognise their human handlers by their face¹⁵
- ◆ Show excitement when they solve a problem¹⁶
- ◆ Seem aware of others' emotions e.g. by eating less if their companion is stressed¹⁷
- ◆ Play with their mother from only a few days old¹⁸

- ◆ Exert self-control¹⁹ and can show emotional frustration²⁰
- ◆ When in pain, choose to eat less tasty food containing painkillers²¹
- ◆ Use the sun to navigate complex environments²²
- ◆ Can solve mazes to be allowed to dustbathe²³ or access a nest²⁴
- ◆ Use their memory to find food aged two weeks old²²
- ◆ Communicate with representational noise signals, suggestive of 'language'²⁵

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