

LINCOLN COUNTY ANIMAL SERVICES
FEBRUARY 2020 MONTHLY REPORT

ANIMAL INTAKES

	DOG	CAT	OTHER	TOTAL	%
Surrender	15	34	3	52	36.1%
Stray	35	22	0	57	39.6%
Other*	20	15	0	35	24.3%
TOTAL	70	71	3	144	100.0%

ANIMAL INVENTORY

	DOG	CAT	OTHER	TOTAL
2/1/2020	52	112	0	164
Intakes	70	71	3	144
Outcomes	71	67	3	141
2/29/2020	51	116	0	167

ANIMAL OUTCOMES

	DOG	CAT	OTHER	TOTAL	%
Reclaim	16	1	0	17	12.1%
Adoption	33	51	3	87	61.7%
Transfer	20	12	0	32	22.7%
Euthanized	2	3	0	5	3.5%
Died**	0	0	0	0	0.0%
Other~	0	0	0	0	0.0%
TOTAL	71	67	3	141	100.0%

ANIMAL LIVE RELEASE RATE (LRR)

	DOG	CAT	OTHER	TOTAL
LRR	97.2%	95.5%	100.0%	96.5%

*(4 returns, 7 confiscates, 24 transfer in)

Other Animals Include:

1 Rabbit, 2 Guinea Pigs



(Report format designed using the No Kill Advocacy Centers Guide "Calculating an Animal Shelters Live Release Rate - <http://www.nokilladvocacycenter.org>)

The ABCs

**of Calculating the
Live Release Rate**

The live release rate is calculated as follows: C divided by A. Conversely, its death rate is B divided by A. The live release rate plus the death rate should always equal 100% of outcomes.

A

All animals with final dispositions/outcomes, including live outcomes (adoption, transfer, reclaim) and those who died, are missing/stolen, and were killed, including "owner requested euthanasia," with only the following exception: animals brought to a shelter's medical clinic for procedures such as vaccines or sterilization where it was understood that the animal was going to be retrieved following the medical procedure.

B

All deaths: animals who were killed (including "owner requested euthanasia"), animals who died in the shelter's custody or constructive custody (such as foster care), and animals who are missing and unaccounted for.

C

All live outcomes: those adopted, reclaimed by their families, and transferred to No Kill rescue groups or other shelters (where they are not at risk for being killed). It does not include animals still in the shelter's custody or constructive custody (such as foster care).