



Hoarding Scale

Level I

- All doors and stairways accessible
- Normal household pet activity
- 1–3 spills or pet accidents evident
- Light evidence of rodents/insects
- Clutter not excessive
- Normal housekeeping
- No odors

Level II

- 1 exit blocked
- 1 major appliance no working
- Some pet odor
- 3+ feces in cat box
- Evidence of household pests
- Clutter inhibits use of 2+ rooms
- Narrowing of household pathways
- Limited evidence of housekeeping
- Tolerable, but not pleasant, odors
- Overflowing garbage cans
- Light-to-medium mildew
- Moderately soiled food prep areas

Level III

- Visible clutter outdoors
- 2+ appliances broken
- Excessive use of extension cords
- Light structural damage
- Pets exceed local limits
- Stagnant fish tank
- Light flea infestation
- Spider webs inside house
- Narrowed hall and stair
- 1 bathroom or bedroom not usable
- Excessive dust
- Bed linens, including pillow, show evidence of dirt, long time use
- No evidence of housekeeping
- Dirty food preparation surfaces
- Obvious and irritating odor
- Full or odorous garbage cans

- Dirty or soiled

Level IV

- Structural damage to part of home
- Mold or mildew on walls or floors
- Store items in odd locations
- Two or more walls damaged
- Faulty weather protection
- Hazardous electrical wiring
- Odor or evidence of sewage backup
- Pets exceed local limits
- Pet destroy the home
- Excessive spiders and webs
- Bats, squirrels, raccoons in attic
- Flea infestation
- Designated bedroom unusable
- Rotting food on counters or in sink
- 1–15 aged canned goods with buckled tops and sides
- No covers on beds, sleeping directly on mattress
- No clean dishes or utensils in the kitchen

Level V

- Structural damage obvious in home
- Broken walls
- No electrical power
- No water connections
- No sewer, septic system non-operational
- Pets dangerous to occupants
- Rodents evident and in sight
- Kitchen and bathroom unusable
- Not able to sleep in the bedroom
- Human defecation
- Rotting food
- More than 15 aged canned goods with buckled tops and sides