**DOG'S ABILITIES**

<table>
<thead>
<tr>
<th>MARKING</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Memory</td>
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</table>

<table>
<thead>
<tr>
<th>STYLE</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
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</thead>
<tbody>
<tr>
<td>Attitude, Speed, Water Entry, Pick-up</td>
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<table>
<thead>
<tr>
<th>PERSEVERANCE</th>
<th>1</th>
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<tbody>
<tr>
<td>Courage, Hunting</td>
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<table>
<thead>
<tr>
<th>TRAINABILITY</th>
<th>1</th>
<th>2</th>
<th>3</th>
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</thead>
<tbody>
<tr>
<td>Steadiness, Control, Response, Delivery</td>
<td></td>
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</tbody>
</table>

If, at any time, a dog is graded to zero (0) by two judges for the same ability, the dog cannot receive a qualifying score and the Marshal must inform the handler.

Each Marking Ability must average 5.0 or higher.

Each Blind Ability must average 5.0 or higher.

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### TOTAL SCORES

Divide by 4 for OVERALL AVERAGE Must be 7.0 or higher

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### MARKING SERIES 1

#### CIRCLE
- LAND
- LAND-WATER
- WATER
- WALKUP
- DIVER-SION
- HONOR
- DOUBLE
- TRIPLE
- QUAD

#### BLIND SERIES 1
- LAND
- WATER
- DOUBLE BLIND

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### MARKING SERIES 2

#### CIRCLE
- LAND
- LAND-WATER
- WATER
- WALKUP
- DIVER-SION
- HONOR
- DOUBLE
- TRIPLE
- QUAD

#### BLIND SERIES 2
- LAND
- WATER
- DOUBLE BLIND

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### MARKING SERIES 3

#### CIRCLE
- LAND
- LAND-WATER
- WATER
- WALKUP
- DIVER-SION
- HONOR
- DOUBLE
- TRIPLE
- QUAD

#### BLIND SERIES 3
- LAND
- WATER
- DOUBLE BLIND