

OBEDIENCE JUDGE'S WORKSHEET

(For Judge's Use ONLY – Not to be distributed)

DATE: _____

CLASS: **PRE-UTILITY**

DOG NO. _____ JUMPS: _____

SHOW: _____

BREED: _____

ARTICLES NO. _____

(Note: If a dog receives a non-qualifying score for any exercise, (NQ) should be recorded in points-off column. Total score need not be given. NQ may be put in Total Score column.)

EXERCISE	NON QUALIFYING (NQ)	QUALIFYING	Max. Points	Points Lost	NET SCORE																																				
SIGNAL EXERCISE	More than one audible command or failure on first signal to: Stand _____ <input type="checkbox"/> Stay _____ <input type="checkbox"/> Drop _____ <input type="checkbox"/> Sit _____ <input type="checkbox"/> Come _____ <input type="checkbox"/> Anticipated _____ <input type="checkbox"/> Sat out of reach _____ <input type="checkbox"/> Handler adapting Self to dog pace _____ <input type="checkbox"/> Unmanageable _____ <input type="checkbox"/> Unqualified heeling _____ <input type="checkbox"/>	Forging _____ <input type="checkbox"/> Crowding handler _____ <input type="checkbox"/> Lagging _____ <input type="checkbox"/> Sniffing _____ <input type="checkbox"/> No change of pace Fast _____ <input type="checkbox"/> Slow _____ <input type="checkbox"/> Heeling wide – on turns – abouts _____ <input type="checkbox"/> Extra command to heel _____ <input type="checkbox"/> Holding signals _____ <input type="checkbox"/> Slow response to signal to: Stand – Down – Sit – Come – Touching handler _____ <input type="checkbox"/> Walk forward _____ <input type="checkbox"/> Sat between feet _____ <input type="checkbox"/> No sit front-finish _____ <input type="checkbox"/> Poor sits _____ <input type="checkbox"/> Anticipated finish _____ <input type="checkbox"/> Poor finish _____ <input type="checkbox"/> Handler error _____ <input type="checkbox"/>	40																																						
SENDING ARTICLE #1 (sit or direct)	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; text-align: center;">1st Article</td> <td style="width: 50%; text-align: center;">1st Article</td> </tr> <tr> <td>No go out _____ <input type="checkbox"/></td> <td>Anticipated _____ <input type="checkbox"/></td> </tr> <tr> <td>1st command _____ <input type="checkbox"/></td> <td>Extra command _____ <input type="checkbox"/></td> </tr> <tr> <td>No retrieve _____ <input type="checkbox"/></td> <td>Sat out of reach _____ <input type="checkbox"/></td> </tr> <tr> <td>Wrong article _____ <input type="checkbox"/></td> <td></td> </tr> </table>	1st Article	1st Article	No go out _____ <input type="checkbox"/>	Anticipated _____ <input type="checkbox"/>	1st command _____ <input type="checkbox"/>	Extra command _____ <input type="checkbox"/>	No retrieve _____ <input type="checkbox"/>	Sat out of reach _____ <input type="checkbox"/>	Wrong article _____ <input type="checkbox"/>		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; text-align: center;">1st</td> <td style="width: 50%; text-align: center;">2nd</td> </tr> <tr> <td>Handler turn in place _____ <input type="checkbox"/></td> <td>_____ <input type="checkbox"/></td> </tr> <tr> <td>Directly to articles _____ <input type="checkbox"/></td> <td>_____ <input type="checkbox"/></td> </tr> <tr> <td>Slow Going and Returning _____ <input type="checkbox"/></td> <td>_____ <input type="checkbox"/></td> </tr> <tr> <td>Doesn't work continuously _____ <input type="checkbox"/></td> <td>_____ <input type="checkbox"/></td> </tr> <tr> <td>Dropping article on return _____ <input type="checkbox"/></td> <td>_____ <input type="checkbox"/></td> </tr> <tr> <td>Mouthing _____ <input type="checkbox"/></td> <td>_____ <input type="checkbox"/></td> </tr> <tr> <td>Dropping article _____ <input type="checkbox"/></td> <td>_____ <input type="checkbox"/></td> </tr> <tr> <td>Touched handler _____ <input type="checkbox"/></td> <td>_____ <input type="checkbox"/></td> </tr> <tr> <td>Slow response _____ <input type="checkbox"/></td> <td>_____ <input type="checkbox"/></td> </tr> <tr> <td>No sit in front _____ <input type="checkbox"/> Poor sit _____ <input type="checkbox"/></td> <td>_____ <input type="checkbox"/></td> </tr> <tr> <td>Poor finish _____ <input type="checkbox"/> Handler error _____ <input type="checkbox"/></td> <td>_____ <input type="checkbox"/></td> </tr> <tr> <td>No finish _____ <input type="checkbox"/></td> <td>_____ <input type="checkbox"/></td> </tr> </table>	1st	2nd	Handler turn in place _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Directly to articles _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Slow Going and Returning _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Doesn't work continuously _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Dropping article on return _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Mouthing _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Dropping article _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Touched handler _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Slow response _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	No sit in front _____ <input type="checkbox"/> Poor sit _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Poor finish _____ <input type="checkbox"/> Handler error _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	No finish _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	30		
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GLOVE NO. _____ DIRECTED RETRIEVE	Does Not: Go out on command _____ <input type="checkbox"/> Go directly to glove _____ <input type="checkbox"/> Retrieve right article _____ <input type="checkbox"/> Fails to retrieve _____ <input type="checkbox"/> Anticipated _____ <input type="checkbox"/> Extra signal _____ <input type="checkbox"/> Sat out of reach _____ <input type="checkbox"/>	Touching dog sending _____ <input type="checkbox"/> Excessive motions _____ <input type="checkbox"/> Slow response to command _____ <input type="checkbox"/> Mouthing _____ <input type="checkbox"/> Playing _____ <input type="checkbox"/> Slow going _____ <input type="checkbox"/> Slow returning _____ <input type="checkbox"/> Dropping article _____ <input type="checkbox"/> Touching handler _____ <input type="checkbox"/> Poor delivery _____ <input type="checkbox"/> Sat between feet _____ <input type="checkbox"/> No sit in front _____ <input type="checkbox"/> Poor sit _____ <input type="checkbox"/> No finish _____ <input type="checkbox"/> Poor finish _____ <input type="checkbox"/> Turn in place _____ <input type="checkbox"/> Handler error _____ <input type="checkbox"/>	30																																						
MOVING STAND AND EXAM	Sat out of reach _____ <input type="checkbox"/> Displays fear or resentment _____ <input type="checkbox"/> Sitting _____ <input type="checkbox"/> Lying down _____ <input type="checkbox"/> Growling or snapping _____ <input type="checkbox"/> Repeated whining or barking _____ <input type="checkbox"/> Failure to: Heel _____ <input type="checkbox"/> Stand and stay _____ <input type="checkbox"/> Accept examination _____ <input type="checkbox"/> Return to handler _____ <input type="checkbox"/>	Forging _____ <input type="checkbox"/> Lagging _____ <input type="checkbox"/> Wide _____ <input type="checkbox"/> Moves slightly on stand _____ <input type="checkbox"/> Handler hesitates or pauses _____ <input type="checkbox"/> Fails to return briskly _____ <input type="checkbox"/> Poor sit _____ <input type="checkbox"/> Return to Heel position _____ <input type="checkbox"/> Slow response _____ <input type="checkbox"/> Handler error _____ <input type="checkbox"/> Poor finish _____ <input type="checkbox"/>	30																																						
DIRECTED JUMPING*	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; text-align: center;">HIGH JUMP</td> <td style="width: 50%; text-align: center;">BAR JUMP</td> </tr> <tr> <td>Does Not:</td> <td></td> </tr> <tr> <td>Leave on order _____ <input type="checkbox"/></td> <td>_____ <input type="checkbox"/></td> </tr> <tr> <td>Stop on command _____ <input type="checkbox"/></td> <td>_____ <input type="checkbox"/></td> </tr> <tr> <td>Jump as directed _____ <input type="checkbox"/></td> <td>_____ <input type="checkbox"/></td> </tr> <tr> <td>Climbing jump _____ <input type="checkbox"/></td> <td>_____ <input type="checkbox"/></td> </tr> <tr> <td>Knocking bar off _____ <input type="checkbox"/></td> <td>_____ <input type="checkbox"/></td> </tr> <tr> <td>Anticipated command _____ <input type="checkbox"/></td> <td>_____ <input type="checkbox"/></td> </tr> <tr> <td>Does not go at least 10' beyond jumps _____ <input type="checkbox"/></td> <td>_____ <input type="checkbox"/></td> </tr> <tr> <td>Second command to sit _____ <input type="checkbox"/></td> <td>_____ <input type="checkbox"/></td> </tr> </table>	HIGH JUMP	BAR JUMP	Does Not:		Leave on order _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Stop on command _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Jump as directed _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Climbing jump _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Knocking bar off _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Anticipated command _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Does not go at least 10' beyond jumps _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Second command to sit _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Holding signals _____ <input type="checkbox"/> Slow response to directions _____ <input type="checkbox"/> Slightly off direction _____ <input type="checkbox"/> Not back far enough _____ <input type="checkbox"/> Anticipated: Turn _____ <input type="checkbox"/> Stop _____ <input type="checkbox"/> Sit _____ <input type="checkbox"/> Does not sit on command _____ <input type="checkbox"/> Hesitation or reluctance to jump _____ <input type="checkbox"/> No sit in front _____ <input type="checkbox"/> Touched handler _____ <input type="checkbox"/> Anticipate finish _____ <input type="checkbox"/> Sat between feet _____ <input type="checkbox"/> Poor sits _____ <input type="checkbox"/> No finish _____ <input type="checkbox"/> Poor finishes _____ <input type="checkbox"/> Handler error _____ <input type="checkbox"/>	40																		
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MAXIMUM POINTS			200																																						
MISCELLANEOUS PENALTY			⇒																																						
TOTAL NET SCORE			⇒	⇒																																					

*The jump height is to be set at 1/2 the height of the dog at the withers, rounded to the nearest multiple of 2 inches (see the Directed Jumping exercise for additional information).