

**Order of Exercises IV**

**OBEDIENCE JUDGE'S WORKSHEET**

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

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