

# Order of Exercises III

# 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>SENDING ARTICLE #1</b> (sit or direct)	<u>1<sup>st</sup> Article</u> No go out 1st command..... <input type="checkbox"/> No retrieve..... <input type="checkbox"/> Wrong article..... <input type="checkbox"/>	<u>1<sup>st</sup> Article</u> Anticipated..... <input type="checkbox"/> Extra command..... <input type="checkbox"/> Sat out of reach..... <input type="checkbox"/>	1 <sup>st</sup> 2 <sup>nd</sup> 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"/>	1 <sup>st</sup>		
	<u>2<sup>nd</sup> Article</u> No go out 1st command..... <input type="checkbox"/> No retrieve..... <input type="checkbox"/> Wrong article..... <input type="checkbox"/>	<u>2<sup>nd</sup> Article</u> Anticipated..... <input type="checkbox"/> Extra command..... <input type="checkbox"/> Sat out of reach..... <input type="checkbox"/>	1 <sup>st</sup> 2 <sup>nd</sup> Dropping article..... <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"/>	2 <sup>nd</sup>		
<b>GLOVE NO. _____</b> <b>DIRECTED RETRIEVE</b>	<b>Does Not:</b> 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		
<b>SIGNAL EXERCISE</b>	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		
<b>MOVING STAND AND EXAM</b>	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"/> <b>Failure to:</b> 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		
<b>DIRECTED JUMPING</b>	<b>HIGH JUMP</b> <b>BAR JUMP</b> 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		
MAXIMUM POINTS				200		
MISCELLANEOUS PENALTY				⇒		
TOTAL NET SCORE				⇒	⇒	