

Order of Exercises VI

SAMPLE OBEDIENCE JUDGE'S WORKSHEET

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

DATE: _____ CLASS: **UTILITY B & 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
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		
SIGNAL EXERCISE	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		
DIRECTED JUMPING	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		
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		
SENDING ARTICLE #1 (sit or direct)	<u>1st Article</u> No go out 1st command _____ <input type="checkbox"/> No retrieve _____ <input type="checkbox"/> Wrong article _____ <input type="checkbox"/>	<u>1st Article</u> Anticipated _____ <input type="checkbox"/> Extra command _____ <input type="checkbox"/> Sat out of reach _____ <input type="checkbox"/>	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		
SENDING ARTICLE #2 (sit or direct)	<u>2nd Article</u> No go out 1st command _____ <input type="checkbox"/> No retrieve _____ <input type="checkbox"/> Wrong article _____ <input type="checkbox"/>	<u>2nd Article</u> Anticipated _____ <input type="checkbox"/> Extra command _____ <input type="checkbox"/> Sat out of reach _____ <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		
MAXIMUM POINTS				200		
MISCELLANEOUS PENALTY				⇒		
TOTAL NET SCORE				⇒	⇒	