

SAMPLE OBEDIENCE JUDGE'S WORKSHEET
 (Guide for Judge's Use ONLY – May be modified, as desired.)

DATE: _____

CLASS: VERSATILITY V7

DOG NO. _____

SHOW: _____

BREED: _____

EXERCISE	NON-QUALIFYING (NQ)	QUALIFYING	Max. Points	Points Lost	
HEEL ON LEASH & FIGURE 8	Unmanageable..... <input type="checkbox"/> Unqualified Heeling..... <input type="checkbox"/> Handler continually adapts pace to dog..... <input type="checkbox"/>	Heeling No change of pace Fast... <input type="checkbox"/> Slow... <input type="checkbox"/> Improper heel position..... <input type="checkbox"/> Forging..... <input type="checkbox"/> Crowding handler..... <input type="checkbox"/> Lagging..... <input type="checkbox"/> Sniffing..... <input type="checkbox"/> Extra command to heel..... <input type="checkbox"/> Heeling wide... <input type="checkbox"/> Turns... <input type="checkbox"/> Abouts..... <input type="checkbox"/> No sits..... <input type="checkbox"/> Poor sits..... <input type="checkbox"/> Heel at brisk pace..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>	Fig.8 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	25	
STAND FOR EXAM	Sits or lies down before or during examination..... <input type="checkbox"/> Growls or Snaps..... <input type="checkbox"/> Moves away before or during examination..... <input type="checkbox"/> Shows shyness or resentment..... <input type="checkbox"/>	Moving slightly before or during..... <input type="checkbox"/> Moves feet..... <input type="checkbox"/> Moving after examination..... <input type="checkbox"/> Sits after exam..... <input type="checkbox"/> Heel position..... <input type="checkbox"/> Extra signal or command..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>	25		
DROP ON RECALL	Didn't come on first command or signal..... <input type="checkbox"/> Anticipated command..... <input type="checkbox"/> Extra command or signal to stay..... <input type="checkbox"/> Moved from position..... <input type="checkbox"/> Sat out of reach..... <input type="checkbox"/> Failing to drop..... <input type="checkbox"/>	Stood or lay down..... <input type="checkbox"/> Slow response..... <input type="checkbox"/> Slow Drop..... <input type="checkbox"/> Touched handler..... <input type="checkbox"/> Poor sit..... <input type="checkbox"/> No sit in front..... <input type="checkbox"/> Sat between feet..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/> Failure to come directly to handler..... <input type="checkbox"/> Failure to come at a brisk trot or gallop..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>	35		
RETRIEVE OVER HIGH JUMP	Fails to go out on first command or signal..... <input type="checkbox"/> Fails to retrieve..... <input type="checkbox"/> Anticipated command..... <input type="checkbox"/> Extra command or signal..... <input type="checkbox"/> Sat out of reach..... <input type="checkbox"/> Fails to jump going or returning..... <input type="checkbox"/> Jumps only one direction..... <input type="checkbox"/> Climbing jump..... <input type="checkbox"/>	Slow: Going..... <input type="checkbox"/> Returning..... <input type="checkbox"/> Mouthing..... <input type="checkbox"/> Dropping..... <input type="checkbox"/> Directly to dumbbell..... <input type="checkbox"/> Touches jump..... <input type="checkbox"/> Poor delivery..... <input type="checkbox"/> No sit..... <input type="checkbox"/> Poor sit..... <input type="checkbox"/> Anticipated finish..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/> Touched handler..... <input type="checkbox"/> Handler error..... <input type="checkbox"/> Pause, hesitation or reluctance at jump..... <input type="checkbox"/>	35		
SD <u>(sit or direct)</u>	Anticipated..... <input type="checkbox"/> Extra command..... <input type="checkbox"/> Sat out of reach..... <input type="checkbox"/> No go out 1st command..... <input type="checkbox"/> No retrieve..... <input type="checkbox"/> Wrong article..... <input type="checkbox"/>	Talking after judge takes article..... <input type="checkbox"/> Handler turn in place..... <input type="checkbox"/> Directly to articles..... <input type="checkbox"/> Slow Going and Returning..... <input type="checkbox"/> Doesn't work continuously..... <input type="checkbox"/> Dropping article on return..... <input type="checkbox"/> Mouthing..... <input type="checkbox"/> Extra command/signal to stay..... <input type="checkbox"/> Dog changes position/moves..... <input type="checkbox"/> Petting dog while scenting..... <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"/>	40		
DIRECTED RETRIEVE GLOVE NO. _____	Repositions dog..... <input type="checkbox"/> No retrieve command given..... <input type="checkbox"/> Dog anticipates..... <input type="checkbox"/> Retrieves wrong glove..... <input type="checkbox"/> Fails to retrieve on 1 st command..... <input type="checkbox"/> Sat out of reach..... <input type="checkbox"/>	Turn in place..... <input type="checkbox"/> Command/direction not given simultaneously..... <input type="checkbox"/> Touching dog..... <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"/> Delayed response..... <input type="checkbox"/> Slow going/returning..... <input type="checkbox"/> Poor delivery..... <input type="checkbox"/> Mouthing/dropping..... <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"/> Not going directly..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>	40		
MAXIMUM POINTS			200		
MISCELLANEOUS PENALTY			⇒		
TOTAL NET SCORE			⇒		