

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

DATE: \_\_\_\_\_

CLASS: VERSATILITY V9

DOG NO. \_\_\_\_\_

SHOW: \_\_\_\_\_

BREED: \_\_\_\_\_

EXERCISE	NON-QUALIFYING (NQ)	QUALIFYING	Max. Points	Points Lost
<b>HEEL FREE</b>	Unmanageable..... <input type="checkbox"/> Unqualified heeling..... <input type="checkbox"/> Handler continually adapts pace to dog..... <input type="checkbox"/> Leaving handler..... <input type="checkbox"/>	No change of pace Fast..... <input type="checkbox"/> Slow..... <input type="checkbox"/> Improper hand position..... <input type="checkbox"/> Occasional tight leash..... <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"/> Brisk pace..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>	<b>25</b>	
<b>STAND FOR EXAM</b>	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"/>	<b>25</b>	
<b>DROP ON RECALL</b>	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"/>	<b>35</b>	
<b>BROAD JUMP</b>	Anticipated command..... <input type="checkbox"/> Refuses to jump on first command or signal..... <input type="checkbox"/> Does not jump full distance..... <input type="checkbox"/> Sat out of reach..... <input type="checkbox"/>	Hesitation, pause or reluctance to jump..... <input type="checkbox"/> Touches jump..... <input type="checkbox"/> Poor return..... <input type="checkbox"/> No sit in front..... <input type="checkbox"/> Poor sit..... <input type="checkbox"/> Sat between feet..... <input type="checkbox"/> Anticipated finish..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/> Touching handler..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>	<b>35</b>	
<b>SD</b> (sit or direct)	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"/>	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"/> Dropping article..... <input type="checkbox"/> Touched handler..... <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"/>	<b>40</b>	
<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"/>	<b>40</b>	
<b>MAXIMUM POINTS</b>			<b>200</b>	
<b>MISCELLANEOUS PENALTY</b>			⇒	
<b>TOTAL NET SCORE</b>			⇒	