

4-H DOG PROJECT SCORE SHEET FOR SHOW

Handler & Dog No. _____

Club or County _____

Date _____

Judge _____

Utility

ARTICLES NO. _____ BREED _____

HEIGHT _____ JUMPS _____
at withers

EXERCISE	EXTREME	MAJOR	SUBSTANTIAL	MINOR	Maximum Points	Points Off	NET SCORE
SIGNAL EXERCISES	Handler adapts pace to dog. <input type="checkbox"/> Unmanageable. <input type="checkbox"/> Unqualified heeling. <input type="checkbox"/> Any audible command to Stand. <input type="checkbox"/> Stay. <input type="checkbox"/> Sit. <input type="checkbox"/> Come. <input type="checkbox"/>	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"/>	<input type="checkbox"/> Improper hand position. <input type="checkbox"/> <input type="checkbox"/> Forging <input type="checkbox"/> Crowding handler <input type="checkbox"/> <input type="checkbox"/> Lagging <input type="checkbox"/> Sniffing. <input type="checkbox"/> <input type="checkbox"/> No change of speed <input type="checkbox"/> Fast <input type="checkbox"/> Slow. <input type="checkbox"/> <input type="checkbox"/> Heeling wide <input type="checkbox"/> Turns <input type="checkbox"/> Abouts. <input type="checkbox"/> <input type="checkbox"/> Audible command during heeling or finish. <input type="checkbox"/> <input type="checkbox"/> Holding signals. <input type="checkbox"/> <input type="checkbox"/> Extra command or signal to heel or finish. <input type="checkbox"/> <input type="checkbox"/> Not brisk response to signal to <input type="checkbox"/> <input type="checkbox"/> Stand Down Sit Come. <input type="checkbox"/> <input type="checkbox"/> Not sit in front finish Touching handler. <input type="checkbox"/> <input type="checkbox"/> Sat between feet Poor sits. <input type="checkbox"/> <input type="checkbox"/> No finish Poor finish. <input type="checkbox"/>	40			
	No go Out list comm. <input type="checkbox"/> No Remove <input type="checkbox"/> Wrong Article <input type="checkbox"/> <input type="checkbox"/> L <input type="checkbox"/> L <input type="checkbox"/> L <input type="checkbox"/> M <input type="checkbox"/> M <input type="checkbox"/> M	LEATHER Anticipate. <input type="checkbox"/> Extra command. <input type="checkbox"/> Sat out of reach. <input type="checkbox"/> METAL Anticipated. <input type="checkbox"/> Extra command. <input type="checkbox"/> Sat out of reach. <input type="checkbox"/>	<input type="checkbox"/> L <input type="checkbox"/> M <input type="checkbox"/> Handler not turning in place. <input type="checkbox"/> L <input type="checkbox"/> M <input type="checkbox"/> Excessive motion by handler. <input type="checkbox"/> <input type="checkbox"/> Handler roughness in touching. <input type="checkbox"/> <input type="checkbox"/> Handler's arms not at side. <input type="checkbox"/> <input type="checkbox"/> Not sitting after turn. <input type="checkbox"/> <input type="checkbox"/> Not brisk or direct response. <input type="checkbox"/> <input type="checkbox"/> Doesn't go directly to articles. <input type="checkbox"/> <input type="checkbox"/> Doesn't work continuously. <input type="checkbox"/> <input type="checkbox"/> Picks up wrong article then drops it. <input type="checkbox"/> <input type="checkbox"/> Dropping article on return. <input type="checkbox"/> <input type="checkbox"/> Touched handler. <input type="checkbox"/> <input type="checkbox"/> Not sit in front Sat between feet. <input type="checkbox"/> <input type="checkbox"/> No finish Poor sit. <input type="checkbox"/> <input type="checkbox"/> Handler error Poor finish. <input type="checkbox"/>	30	Leather		
SCENT DISCRIMINATION					30	Metal	
	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 or command. <input type="checkbox"/> Sat out of reach. <input type="checkbox"/>	<input type="checkbox"/> Handler not turning in place. <input type="checkbox"/> <input type="checkbox"/> Not facing designated glove. <input type="checkbox"/> <input type="checkbox"/> Excessive signals or motion. <input type="checkbox"/> <input type="checkbox"/> Touching dog, sending. <input type="checkbox"/> <input type="checkbox"/> Handler's arms not at side. <input type="checkbox"/> <input type="checkbox"/> Not brisk or direct response. <input type="checkbox"/> <input type="checkbox"/> Unnecessary mouthing or playing. <input type="checkbox"/> <input type="checkbox"/> Dropping glove Touching handler. <input type="checkbox"/> <input type="checkbox"/> Poor delivery Sat between feet. <input type="checkbox"/> <input type="checkbox"/> Not sit in front Poor sit. <input type="checkbox"/> <input type="checkbox"/> No finish Poor finish. <input type="checkbox"/>	30			
DIRECTED RETRIEVE	Shows fear, resentment. <input type="checkbox"/> Moves from position, left. <input type="checkbox"/> Sits or lies down before called. <input type="checkbox"/> Growling or snapping. <input type="checkbox"/>	Fails to: Heel. <input type="checkbox"/> Stand <input type="checkbox"/> Stay. <input type="checkbox"/> Accept examination or return. <input type="checkbox"/> Extra commands or signals. <input type="checkbox"/> Moves during exam. <input type="checkbox"/> Anticipation. <input type="checkbox"/> Repeated barks or whines. <input type="checkbox"/>	<input type="checkbox"/> Improper hand position. <input type="checkbox"/> <input type="checkbox"/> Forging Crowding Lagging <input type="checkbox"/> <input type="checkbox"/> Handler hesitation, pause. <input type="checkbox"/> <input type="checkbox"/> Slow response to stand command. <input type="checkbox"/> <input type="checkbox"/> Repeatedly moving feet while in place. <input type="checkbox"/> <input type="checkbox"/> Sight move <input type="checkbox"/> during <input type="checkbox"/> after exam <input type="checkbox"/> <input type="checkbox"/> Not brisk returning. <input type="checkbox"/> <input type="checkbox"/> Sits in front. <input type="checkbox"/> <input type="checkbox"/> Sits crooked or improper heel position. <input type="checkbox"/>	30			
	Does not: <input type="checkbox"/> Leave on order. <input type="checkbox"/> <input type="checkbox"/> Go substantially in right direction. <input type="checkbox"/> <input type="checkbox"/> Stop on command. <input type="checkbox"/> <input type="checkbox"/> Jump as directed. <input type="checkbox"/> <input type="checkbox"/> Go at least 10' from jumps. <input type="checkbox"/> <input type="checkbox"/> Anticipated command/signal to go out. <input type="checkbox"/> High Jump Bar Jump <input type="checkbox"/> Uses jump as aid Knocking bar off. <input type="checkbox"/> <input type="checkbox"/> Climbing jump		<input type="checkbox"/> Holding hand signals. <input type="checkbox"/> <input type="checkbox"/> Not brisk or direct response to commands. <input type="checkbox"/> <input type="checkbox"/> Slightly off direction. <input type="checkbox"/> <input type="checkbox"/> Not going back in center far enough. <input type="checkbox"/> <input type="checkbox"/> Anticipates <input type="checkbox"/> Turn <input type="checkbox"/> Stop <input type="checkbox"/> Sit. <input type="checkbox"/> <input type="checkbox"/> Does not sit on command. <input type="checkbox"/> <input type="checkbox"/> Slowness in going out. <input type="checkbox"/> <input type="checkbox"/> Hesitation or reluctance in jumping. <input type="checkbox"/> <input type="checkbox"/> Touching jump. <input type="checkbox"/> <input type="checkbox"/> Not sit in front Touched handler. <input type="checkbox"/> <input type="checkbox"/> Not finish Sat between feet. <input type="checkbox"/> <input type="checkbox"/> Poor sits. <input type="checkbox"/>	40			
Total points before any penalty MAXIMUM POINTS = 200							
<input type="checkbox"/> Disciplining <input type="checkbox"/> Shows fear <input type="checkbox"/> Foul ring <input type="checkbox"/> Leaving ring <input type="checkbox"/> Disqualified <input type="checkbox"/> Expelled <input type="checkbox"/> Excused						Less Penalty for Unusual Behavior	
EXPLANATION OF PENALTY							TOTAL NET SCORE

