

# SAMPLE OBEDIENCE JUDGE'S WORKSHEET

(Guide for Judge's Use ONLY – May be modified, as desired.)

DATE: \_\_\_\_\_ CLASS: **OPEN A – Open B I or Preferred I** DOG NO. \_\_\_\_\_ JUMPS: \_\_\_\_\_

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

(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>HEEL FREE THEN FIGURE 8 (OFF LEASH)</b>	Unmanageable..... <input type="checkbox"/>	<b>Heeling Fig.8</b> 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"/>	<b>40</b>		
	Unqualified Heeling..... <input type="checkbox"/> Handler continually adapts pace to dog..... <input type="checkbox"/>				
<b>Command Discrimination STAND DOWN SIT</b>	Did not remain in place..... <input type="checkbox"/>	Walks forward /moves..... <input type="checkbox"/> Changed position after handler returns to heel position..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>	<b>30</b>		
	Did not remain in position before handler returns..... <input type="checkbox"/> Fails to change position on first command and/or signal..... <input type="checkbox"/> Handler Error..... <input type="checkbox"/>				
<b>DROP ON RECALL</b>	Didn't come on first command or signal..... <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>30</b>		
	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"/>				
<b>RETRIEVE ON FLAT</b>	Fails to go out on first command or signal..... <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"/> 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"/>	<b>20</b>		
	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"/>				
<b>RETRIEVE OVER HIGH JUMP</b>	Fails to go out on first command or signal..... <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"/>	<b>30</b>		
	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"/>				
<b>BROAD JUMP</b>	Anticipated command..... <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>20</b>		
	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"/>				
<b>STAND STAY GET YOUR LEASH</b>	Fails to stand on first command/signal..... <input type="checkbox"/>	Changed position after handler returns to heel position..... <input type="checkbox"/> Moves a short distance away..... <input type="checkbox"/> Moves feet repeatedly..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>	<b>30</b>		
	Moves a substantial distance away..... <input type="checkbox"/> Repeated whines or barks..... <input type="checkbox"/> Handler Error..... <input type="checkbox"/> Does not remain in position until handler returns to heel position..... <input type="checkbox"/>				
MAXIMUM POINTS			<b>200</b>		
MISCELLANEOUS PENALTY			⇒		
TOTAL NET SCORE				⇒	