



**Obedience Scoresheet Breakdown – Open A or Open B (Routine #1)**

Breed: \_\_\_\_\_ Jump Height: \_\_\_\_\_  
 Show: \_\_\_\_\_ Dog Number: \_\_\_\_\_  
 Judge: \_\_\_\_\_ Date: \_\_\_\_\_

EXERCISE	NON-QUALIFYING SCORE	QUALIFYING SCORE	MAX POINTS	POINTS OFF
<b>HEEL FREE &amp; FIGURE 8</b>	Unmanageable <input type="checkbox"/> Handler constantly adapts pace to dog <input type="checkbox"/> Unqualified heeling <input type="checkbox"/> More than one extra command or signal to heel <input type="checkbox"/>	Heeling: <input type="checkbox"/> <b>Fig 8</b> Lag <input type="checkbox"/> Sniff <input type="checkbox"/> Forge <input type="checkbox"/> Crowd <input type="checkbox"/> Wide <input type="checkbox"/> Turns: <input type="checkbox"/> Left <input type="checkbox"/> Right <input type="checkbox"/> About <input type="checkbox"/> No fast <input type="checkbox"/> No slow <input type="checkbox"/> No sit <input type="checkbox"/> Poor sit <input type="checkbox"/> Extra command <input type="checkbox"/> Lack of briskness <input type="checkbox"/> Lack of naturalness /smoothness <input type="checkbox"/> Handler error <input type="checkbox"/>	<b>40</b>	
<b>DROP ON RECALL</b>	Anticipates recall <input type="checkbox"/> Does not come on first command/signal <input type="checkbox"/> Anticipates drop <input type="checkbox"/> Does not drop on first command/signal <input type="checkbox"/> Does not completely/stay down <input type="checkbox"/> Does not come after drop <input type="checkbox"/> Does not come close enough <input type="checkbox"/> Extra command to stay after handler leaves <input type="checkbox"/>	Extra command/signal to stay before handler leaves <input type="checkbox"/> Lies down/stands <input type="checkbox"/> Slow recall <input type="checkbox"/> Slow drop <input type="checkbox"/> Holds signal <input type="checkbox"/> No front <input type="checkbox"/> Poor front <input type="checkbox"/> No finish <input type="checkbox"/> Poor finish <input type="checkbox"/> Handler error <input type="checkbox"/>	<b>30</b>	
<b>RETRIEVE ON FLAT</b>	Anticipates retrieve <input type="checkbox"/> Fails to go out on first command/signal <input type="checkbox"/> Fails to retrieve <input type="checkbox"/> Does not come close enough <input type="checkbox"/> Fails to give up dumbbell <input type="checkbox"/>	Slow going/returning/pick-up <input type="checkbox"/> Mouthing/playing <input type="checkbox"/> Dropping dumbbell <input type="checkbox"/> Poor delivery <input type="checkbox"/> No front <input type="checkbox"/> Poor front <input type="checkbox"/> No finish <input type="checkbox"/> Poor finish <input type="checkbox"/> Handler error <input type="checkbox"/>	<b>25</b>	
<b>RETRIEVE OVER HIGH JUMP</b>	Anticipates retrieve <input type="checkbox"/> Fails to go out on first command/signal <input type="checkbox"/> Fails to retrieve <input type="checkbox"/> Fails to jump going/returning <input type="checkbox"/> Climbs Jump <input type="checkbox"/> Does not come close enough <input type="checkbox"/> Fails to give up dumbbell <input type="checkbox"/>	Slow going/returning/pick-up <input type="checkbox"/> Mouthing/playing <input type="checkbox"/> Dropping dumbbell <input type="checkbox"/> Touches jump <input type="checkbox"/> Poor delivery <input type="checkbox"/> No front <input type="checkbox"/> Poor front <input type="checkbox"/> No finish <input type="checkbox"/> Poor finish <input type="checkbox"/> Handler error <input type="checkbox"/>	<b>35</b>	
<b>BROAD JUMP</b>	Anticipates jump <input type="checkbox"/> Does not jump on first command/signal <input type="checkbox"/> Does not clear distance/walks over jump <input type="checkbox"/> Does not come close enough <input type="checkbox"/>	Lies down/stands <input type="checkbox"/> Slow <input type="checkbox"/> Touches jump <input type="checkbox"/> Poor return <input type="checkbox"/> No front <input type="checkbox"/> Poor front <input type="checkbox"/> No finish <input type="checkbox"/> Poor finish <input type="checkbox"/> Handler error <input type="checkbox"/>	<b>20</b>	
<b>CHANGE OF POSITIONS (a) Down-Sit-Stand-Down</b>	Does not change position first command and/or signal <input type="checkbox"/> Does not hold position <input type="checkbox"/> Does not remain in final position <input type="checkbox"/> Steps over 6 ft line <input type="checkbox"/>	Minor moves from position <input type="checkbox"/> Slow response to command and/or signal <input type="checkbox"/>	<b>30</b>	
<b>SIT DOWN OR STAND STAY - WALK AROUND - GET YOUR LEASH</b>	Additional command/signal after leaving dog <input type="checkbox"/> Does not remain in place <input type="checkbox"/> Changes position before handler returns to heel <input type="checkbox"/> Barks or whines unreasonably <input type="checkbox"/>	Repositions dog/touching dog or collar <input type="checkbox"/> Handler pauses/hesitates during walk around <input type="checkbox"/> Barks or whines occasionally <input type="checkbox"/> Minor move: Before handler returns to heel <input type="checkbox"/> After handler returns to heel <input type="checkbox"/> Handler error <input type="checkbox"/>	<b>20</b>	
<b>LESS PENALTY</b>	Uncontrolled behavior <input type="checkbox"/> Training in ring <input type="checkbox"/> Soiling ring <input type="checkbox"/> Whining/barking <input type="checkbox"/> Physical guidance of dog <input type="checkbox"/> Entering/Leaving ring <input type="checkbox"/> Disciplining <input type="checkbox"/> Handler error <input type="checkbox"/> Other <input type="checkbox"/>			
<b>MAXIMUM SCORE</b>				<b>200</b>
<b>TOTAL POINTS OFF (SUBTRACT)</b>				
<b>TOTAL SCORE</b>			<b>200</b>	

COMMENTS:

**FINAL QUALIFYING SCORE**