



Obedience Scoresheet Breakdown – Utility B #4

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

EXERCISE	NON-QUALIFYING SCORE		QUALIFYING SCORE				MAX POINTS	POINTS OFF	
		1 <sup>st</sup>	2 <sup>nd</sup>	1 <sup>st</sup>	2 <sup>nd</sup>				
<b>1<sup>ST</sup> SCENT DISCRIMINATION #</b>	Anticipates retrieve	<input type="checkbox"/>	<input type="checkbox"/>	Poor send out	<input type="checkbox"/>	<input type="checkbox"/>	<b>1<sup>st</sup> 30</b>		
	Does not go out on command	<input type="checkbox"/>	<input type="checkbox"/>	Slow going /returning	<input type="checkbox"/>	<input type="checkbox"/>			
	Does not retrieve correct article	<input type="checkbox"/>	<input type="checkbox"/>	Picks up incorrect article	<input type="checkbox"/>	<input type="checkbox"/>			
	<b>2<sup>ND</sup> SCENT DISCRIMINATION # (Sit/Direct)</b>				Does not work continuously	<input type="checkbox"/>	<input type="checkbox"/>		<b>2<sup>nd</sup> 30</b>
		Does not come close enough	<input type="checkbox"/>	<input type="checkbox"/>	Mouthing/Playing	<input type="checkbox"/>	<input type="checkbox"/>		
		Fails to give up article	<input type="checkbox"/>	<input type="checkbox"/>	Drops article	<input type="checkbox"/>	<input type="checkbox"/>		
Handler changes method			<input type="checkbox"/>	Poor delivery	<input type="checkbox"/>	<input type="checkbox"/>			
				No front/Poor front	<input type="checkbox"/>	<input type="checkbox"/>			
				No finish/Poor finish	<input type="checkbox"/>	<input type="checkbox"/>			
				Handler error	<input type="checkbox"/>	<input type="checkbox"/>			
<b>SEEK BACK</b>	Unqualified heeling		<input type="checkbox"/>	<b>Heeling:</b>			<b>30</b>		
	Anticipates retrieve		<input type="checkbox"/>	Forge <input type="checkbox"/>	Lag <input type="checkbox"/>	Crowd <input type="checkbox"/>			
	Does not:			Slow/Fast <input type="checkbox"/>	Turn <input type="checkbox"/>	Sit <input type="checkbox"/>			
	Leave on command or signal		<input type="checkbox"/>	Slow pick up <input type="checkbox"/>	Mouthing/Playing <input type="checkbox"/>				
	Continue to seek		<input type="checkbox"/>	Slow going/returning <input type="checkbox"/>	Drops glove <input type="checkbox"/>				
	Find and pick up		<input type="checkbox"/>	Indirect return <input type="checkbox"/>	Poor delivery <input type="checkbox"/>				
	Come close enough		<input type="checkbox"/>	No front <input type="checkbox"/>	Poor front <input type="checkbox"/>				
	Refuses to give up glove		<input type="checkbox"/>	No finish <input type="checkbox"/>	Poor finish <input type="checkbox"/>				
			Handler error		<input type="checkbox"/>				
<b>SIGNAL EXERCISE</b>	Unqualified heeling		<input type="checkbox"/>	<b>Heeling:</b>			<b>40</b>		
	Dog moves substantially from position		<input type="checkbox"/>	Forge <input type="checkbox"/>	Lag <input type="checkbox"/>	Crowd <input type="checkbox"/>			
	Dog fails on 1 <sup>st</sup> signal or receives audible command to:			Slow/Fast <input type="checkbox"/>	Turn <input type="checkbox"/>	Sit <input type="checkbox"/>			
	Stand		<input type="checkbox"/>	Audible command to heel/finish		<input type="checkbox"/>			
	Stay		<input type="checkbox"/>	Minor move from position		<input type="checkbox"/>			
	Drop		<input type="checkbox"/>	Slow response <input type="checkbox"/>	Slow return <input type="checkbox"/>				
	Sit		<input type="checkbox"/>	No front <input type="checkbox"/>	Poor front <input type="checkbox"/>				
	Come close enough		<input type="checkbox"/>	No finish <input type="checkbox"/>	Poor finish <input type="checkbox"/>				
			Handler error		<input type="checkbox"/>				
<b>MOVING STAND &amp; EXAMINATION</b>	Unqualified heeling		<input type="checkbox"/>	Poor heeling		<input type="checkbox"/>	<b>30</b>		
	Anticipates stand		<input type="checkbox"/>	Handler hesitates/pauses giving stand command		<input type="checkbox"/>			
	Does not stand/moves from place		<input type="checkbox"/>	Minor move on stand		<input type="checkbox"/>			
	Does not accept exam		<input type="checkbox"/>	Slow return		<input type="checkbox"/>			
	Sits/lies down before called		<input type="checkbox"/>	No front <input type="checkbox"/>	Poor front <input type="checkbox"/>				
	Repeatedly whines or barks		<input type="checkbox"/>	No finish <input type="checkbox"/>	Poor finish <input type="checkbox"/>				
	Anticipates recall		<input type="checkbox"/>	Handler error		<input type="checkbox"/>			
	Does not come close enough		<input type="checkbox"/>			<input type="checkbox"/>			
	Displays fear/resentment/aggression		<input type="checkbox"/>			<input type="checkbox"/>			
<b>DIRECTED JUMPING</b>	1 <sup>st</sup> Half <input type="checkbox"/>	Anticipates send away/jump command	2 <sup>nd</sup> Half <input type="checkbox"/>	1 <sup>st</sup> Half <input type="checkbox"/>	Does not go about 20 ft beyond jumps	2 <sup>nd</sup> Half <input type="checkbox"/>	<b>40</b>		
	<input type="checkbox"/>	Does not leave on command	<input type="checkbox"/>	<input type="checkbox"/>	Does not sit on command/2 <sup>nd</sup> command to sit	<input type="checkbox"/>			
	<input type="checkbox"/>	Does not go between jumps	<input type="checkbox"/>	<input type="checkbox"/>	Goes/sits off approximate centre	<input type="checkbox"/>			
	<input type="checkbox"/>	Does not go 10 ft beyond jumps	<input type="checkbox"/>	<input type="checkbox"/>	Slow going/returning	<input type="checkbox"/>			
	<input type="checkbox"/>	Stops before commanded	<input type="checkbox"/>	<input type="checkbox"/>	Touching jump	<input type="checkbox"/>			
	<input type="checkbox"/>	Does not stop on 1 <sup>st</sup> command	<input type="checkbox"/>	<input type="checkbox"/>	No front/Poor front	<input type="checkbox"/>			
	<input type="checkbox"/>	Anticipates/Does not jump as directed	<input type="checkbox"/>	<input type="checkbox"/>	No finish/Poor finish	<input type="checkbox"/>			
	<input type="checkbox"/>	Climbs jump/ knocks bar off	<input type="checkbox"/>	<input type="checkbox"/>	Handler error	<input type="checkbox"/>			
	<input type="checkbox"/>	Does not come close enough	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>			
<b>LESS PENALTY</b>	Uncontrolled behaviour <input type="checkbox"/>	Training in ring <input type="checkbox"/>	Leaving ring <input type="checkbox"/>	Barking/whining <input type="checkbox"/>	Other <input type="checkbox"/>				
	Physical guidance of dog <input type="checkbox"/>	Disciplining <input type="checkbox"/>	Soiling ring <input type="checkbox"/>	Handler error <input type="checkbox"/>					
<b>MAXIMUM SCORE</b>							<b>200</b>		
<b>TOTAL POINTS OFF (SUBTRACT)</b>									
<b>TOTAL SCORE</b>									
<b>COMMENTS:</b>							<b>FINAL QUALIFYING SCORE</b>		