



Obedience Scoresheet Breakdown – Utility B #5

Show: _____ Dog Number: _____
 Judge: _____ Breed: _____
 Date: _____ Jump Height: _____

EXERCISE	NON-QUALIFYING SCORE		QUALIFYING SCORE		MAX POINTS	POINTS OFF
MOVING STAND AND EXAMINATION	Unqualified heeling <input type="checkbox"/>		Poor heeling <input type="checkbox"/>		30	
	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"/>					
	Displays fear/resentment/aggression <input type="checkbox"/>					
DIRECTED JUMPING	1 st Half <input type="checkbox"/>	2 nd <input type="checkbox"/>	1 st Half <input type="checkbox"/>	2 nd Half <input type="checkbox"/>	40	
	Anticipates send away/jump command <input type="checkbox"/>		Does not go about 20 ft beyond jumps <input type="checkbox"/>			
	Does not leave on command <input type="checkbox"/>		Does not sit on command/ 2 nd command to sit <input type="checkbox"/>			
	Does not go between jumps <input type="checkbox"/>		Goes/sits off approximate centre <input type="checkbox"/>			
	Does not go 10 ft beyond jumps <input type="checkbox"/>		Slow going/ returning <input type="checkbox"/>			
	Stops before commanded <input type="checkbox"/>		Touching jump <input type="checkbox"/>			
	Does not stop on 1 st command <input type="checkbox"/>		No front/ Poor front <input type="checkbox"/>			
	Anticipates/ Does not jump as directed <input type="checkbox"/>		No finish/ Poor finish <input type="checkbox"/>			
	Climbs jump/ Knocks bar off <input type="checkbox"/>		Handler error <input type="checkbox"/>			
	Does not come close enough <input type="checkbox"/>					
SIGNAL EXERCISE	Unqualified heeling <input type="checkbox"/>		Heeling: <input type="checkbox"/>		40	
	Dog moves substantially from position <input type="checkbox"/>		Forge <input type="checkbox"/> Lag <input type="checkbox"/> Crowd <input type="checkbox"/>			
	Dog fails on 1 st 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"/>				
SEEK BACK	Unqualified heeling <input type="checkbox"/>		Heeling: <input type="checkbox"/>		30	
	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"/>				
1ST SCENT ARTICLE #	1 st <input type="checkbox"/>		1 st <input type="checkbox"/>		30	
	Anticipates retrieve <input type="checkbox"/>		Poor send out <input type="checkbox"/>			
	Does not go out on command <input type="checkbox"/>		Slow going /returning <input type="checkbox"/>			
	Does not retrieve correct article <input type="checkbox"/>		Picks up incorrect article <input type="checkbox"/>			
	Does not work continuously <input type="checkbox"/>		Mouthing/Playing <input type="checkbox"/>			
	Does not come close enough <input type="checkbox"/>		Drops article <input type="checkbox"/>			
2ND SCENT ARTICLE # (Sit/Direct)	2 nd <input type="checkbox"/>		2 nd <input type="checkbox"/>		30	
	Fails to give up article <input type="checkbox"/>		Poor delivery <input type="checkbox"/>			
	Handler changes method of sending <input type="checkbox"/>		No front/Poor front <input type="checkbox"/>			
			No finish/Poor finish <input type="checkbox"/>			
		Handler error <input type="checkbox"/>				
LESS PENALTY	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"/>		
MAXIMUM SCORE						200
TOTAL POINTS OFF (SUBTRACT)						
TOTAL SCORE						
COMMENTS:					FINAL QUALIFYING SCORE	