



Obedience Scoresheet Breakdown – Utility B (Routine #3)

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

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

COMMENTS:

FINAL QUALIFYING SCORE