



**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
<b>DIRECTED JUMPING</b>	1st Half	2nd Half	1st Half	2nd Half	<b>40</b>	
	<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	<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"/> 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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
<b>MOVING STAND &amp; EXAMINATION</b>					<b>30</b>	
	Unqualified heeling Anticipates stand Does not sit/moves from place Does not accept exam Sits/lies down before called Repeatedly whines or barks Anticipates recall Does not come close enough 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"/>	Poor heeling Handler hesitates/pauses giving stand command Moves on stand Slow return 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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
<b>SEEK BACK</b>					<b>30</b>	
	Unqualified heeling Anticipates retrieve Does not: Leave on command Continue to seek Find and pick up Come close enough Refuses to give up glove	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Heeling: Lag <input type="checkbox"/> Forge <input type="checkbox"/> Crowd <input type="checkbox"/> Wide <input type="checkbox"/> Slow/fast <input type="checkbox"/> Turn <input type="checkbox"/> Sit <input type="checkbox"/> Slow to pick up <input type="checkbox"/> Mouthing/playing <input type="checkbox"/> Slow going/returning <input type="checkbox"/> Drops gloves <input type="checkbox"/> Indirect return <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"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
<b>1ST SCENT DISCRIMINATION</b>		1st	2nd		<b>1st 30</b>	
<b>2ND SCENT DISCRIMINATION (SIT/DIRECT SEND)</b>	Anticipates retrieve Does not go out on command Does not retrieve correct article Does not come close enough Fails to give up article	<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 send out Slow going/returning Picks up incorrect article Doesn't work continuously Mouthing/playing Drops article Poor delivery No front/Poor front No finish/Poor finish Handler error		
<b>SIGNAL EXERCISE</b>					<b>40</b>	
	Unqualified heeling Dog moves substantially from position Dog fails on 1st signal or receives audible command to: Stand Stay Drop Stay Come close enough	<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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Heeling: Forge <input type="checkbox"/> Lag <input type="checkbox"/> Crowd <input type="checkbox"/> Slow/fast <input type="checkbox"/> Turn <input type="checkbox"/> Sit <input type="checkbox"/> Audible command to heel/finish <input type="checkbox"/> Minor move from position <input type="checkbox"/> Slow response <input type="checkbox"/> Slow 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		
<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"/> Leaving ring <input type="checkbox"/> Disciplining <input type="checkbox"/> Handle 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>						

COMMENTS:

**FINAL QUALIFYING SCORE**