



Obedience Scoresheet Breakdown – Utility B (Routine #4)

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

EXERCISE	NON-QUALIFYING SCORE		QUALIFYING SCORE		MAX POINTS	POINTS OFF
1ST SCENT DISCRIMINATION	Anticipates retrieve	1st <input type="checkbox"/> 2nd <input type="checkbox"/>	Poor send out	1st <input type="checkbox"/> 2nd <input type="checkbox"/>	1st 30	
	Does not go out on command	<input type="checkbox"/>	Slow going/returning	<input type="checkbox"/>		
2ND SCENT DISCRIMINATION (SIT/DIRECT SEND)	Does not retrieve correct article	<input type="checkbox"/>	Picks up incorrect article	<input type="checkbox"/>	2nd 30	
	Does not come close enough	<input type="checkbox"/>	Doesn't work continuously	<input type="checkbox"/>		
	Fails to give up article	<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	<input type="checkbox"/>		
SEEK BACK	Unqualified heeling	<input type="checkbox"/>	Heeling:		30	
	Anticipates retrieve	<input type="checkbox"/>	Forge <input type="checkbox"/> Crowd <input type="checkbox"/> Wide <input type="checkbox"/>			
	Does not: Leave on command	<input type="checkbox"/>	Slow/fast <input type="checkbox"/> Turn <input type="checkbox"/> Sit <input type="checkbox"/>			
	Continue to seek	<input type="checkbox"/>	Slow to pick up <input type="checkbox"/> Mouthing/playing <input type="checkbox"/>			
	Find and pick up	<input type="checkbox"/>	Slow going/returning <input type="checkbox"/> Drops gloves <input type="checkbox"/>			
	Come close enough	<input type="checkbox"/>	Indirect return <input type="checkbox"/> Poor delivery <input type="checkbox"/>			
	Refuses to give up glove	<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"/>			
SIGNAL EXERCISE	Unqualified heeling	<input type="checkbox"/>	Heeling:		40	
	Dog moves substantially from position	<input type="checkbox"/>	Forge <input type="checkbox"/> Lag <input type="checkbox"/> Crowd <input type="checkbox"/>			
	Dog fails on 1st signal or receives audible command to: Stand	<input type="checkbox"/>	Slow/fast <input type="checkbox"/> Turn <input type="checkbox"/> Sit <input type="checkbox"/>			
	Stay	<input type="checkbox"/>	Audible command to heel/finish <input type="checkbox"/>			
	Drop	<input type="checkbox"/>	Minor move from position <input type="checkbox"/>			
	Stay	<input type="checkbox"/>	Slow response <input type="checkbox"/> Slow return <input type="checkbox"/>			
	Come close enough	<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			
MOVING STAND & 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 sit/moves from place	<input type="checkbox"/>	Movies 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	1st Half	2nd Half	1st Half	2nd Half	40	
	<input type="checkbox"/> Anticipates send away/jump command	<input type="checkbox"/>	<input type="checkbox"/> Does not go about 20 feet beyond jumps	<input type="checkbox"/>		
	<input type="checkbox"/> Does not leave on command	<input type="checkbox"/>	<input type="checkbox"/> Does not sit/on command/2nd 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 feet beyond jumps	<input type="checkbox"/>	<input type="checkbox"/> Slow going/returning	<input type="checkbox"/>		
	<input type="checkbox"/> Stops before command	<input type="checkbox"/>	<input type="checkbox"/> Touching jump	<input type="checkbox"/>		
	<input type="checkbox"/> Does not stop on 1st 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"/>				
LESS PENALTY	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"/>					
MAXIMUM SCORE						200
TOTAL POINTS OFF (SUBTRACT)						
TOTAL SCORE						
COMMENTS:					FINAL QUALIFYING SCORE	