



**Obedience Scoresheet Breakdown – Open HB (Routine #6)**

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

| EXERCISE                           | NON-QUALIFYING SCORE  | QUALIFYING SCORE   | MAX POINTS | POINTS OFF |
|------------------------------------|---|--|------------|------------|
| BROAD JUMP                         | Anticipates jump <input type="checkbox"/><br>Does not jump on first command/signal <input type="checkbox"/><br>Does not clear distance/walks over jump <input type="checkbox"/><br>Does not come close enough <input type="checkbox"/>  | Lies down/stands <input type="checkbox"/> Slow <input type="checkbox"/><br>Touches jump <input type="checkbox"/> Poor return <input type="checkbox"/><br>No front <input type="checkbox"/> Poor front <input type="checkbox"/><br>No finish <input type="checkbox"/> Poor finish <input type="checkbox"/><br>Handler error <input type="checkbox"/>  | 20         |            |
| FIGURE 8 & HEEL FREE               | Unmanageable <input type="checkbox"/><br>Handler constantly adapts pace to dog <input type="checkbox"/><br>Unqualified heeling <input type="checkbox"/><br>More than one extra command or signal to heel <input type="checkbox"/>   | Heeling: <input type="checkbox"/> Fig 8<br>Lag <input type="checkbox"/> Sniff <input type="checkbox"/><br>Forge <input type="checkbox"/> Crowd <input type="checkbox"/> Wide <input type="checkbox"/><br>Turns: <input type="checkbox"/><br>Left <input type="checkbox"/> Right <input type="checkbox"/> About <input type="checkbox"/><br>No fast <input type="checkbox"/> No slow <input type="checkbox"/><br>No sit <input type="checkbox"/> Poor sit <input type="checkbox"/><br>Extra command <input type="checkbox"/><br>Lack of briskness <input type="checkbox"/><br>Lack of naturalness/smoothness <input type="checkbox"/><br>Handler error <input type="checkbox"/> | 40         |            |
| DROP ON RECALL                     | Anticipates recall <input type="checkbox"/><br>Does not come on first command/signal <input type="checkbox"/><br>Anticipates drop <input type="checkbox"/><br>Does not drop on first command/signal <input type="checkbox"/><br>Does not down completely/stay down <input type="checkbox"/><br>Does not come after drop <input type="checkbox"/><br>Does not come close enough <input type="checkbox"/> | Extra command/signal to stay before handler leaves <input type="checkbox"/><br>Lies down/stands <input type="checkbox"/><br>Slow recall <input type="checkbox"/><br>Slow drop <input type="checkbox"/><br>Holds signal: <input type="checkbox"/><br>No front <input type="checkbox"/> Poor front <input type="checkbox"/><br>No finish <input type="checkbox"/> Poor finish <input type="checkbox"/><br>Handler error <input type="checkbox"/>   | 30         |            |
| RETRIEVE OVER HIGH JUMP            | Anticipates retrieve <input type="checkbox"/><br>Fails to go out on first command/signal <input type="checkbox"/><br>Fails to retrieve <input type="checkbox"/><br>Fails to jump going/returning <input type="checkbox"/><br>Climbs jump <input type="checkbox"/><br>Does not come close enough <input type="checkbox"/><br>Fails to give up dumbbell <input type="checkbox"/>                          | Slow going/returning/pick-up <input type="checkbox"/><br>Mouthing/playing <input type="checkbox"/><br>Touches jump <input type="checkbox"/><br>Poor delivery <input type="checkbox"/><br>No front <input type="checkbox"/> Poor front <input type="checkbox"/><br>No finish <input type="checkbox"/> Poor finish <input type="checkbox"/><br>Handler error <input type="checkbox"/>  | 35         |            |
| RETRIEVE ON FLAT                   | Anticipates retrieve <input type="checkbox"/><br>Fails to go out on first command/signal <input type="checkbox"/><br>Fails to retrieve <input type="checkbox"/><br>Does not come close enough <input type="checkbox"/><br>Fails to give up dumbbell <input type="checkbox"/>  | Slow going/returning/pick-up <input type="checkbox"/><br>Mouthing/playing <input type="checkbox"/><br>Dropping dumbbell <input type="checkbox"/><br>Poor delivery <input type="checkbox"/><br>No front <input type="checkbox"/> Poor front <input type="checkbox"/><br>No finish <input type="checkbox"/> Poor finish <input type="checkbox"/><br>Handler error <input type="checkbox"/>   | 25         |            |
| <b>SUB-TOTAL (POINTS OFF)</b>      |   |  | <b>150</b> |            |
| GROUP SIT (3 MINUTES)              | Does not remain in place <input type="checkbox"/><br>Disturbed another dog <input type="checkbox"/><br>Stands/lies down before handler returns to heel <input type="checkbox"/><br>Barks or whines unreasonably <input type="checkbox"/>  | Repositions dog/Touching dog or collar <input type="checkbox"/><br>Minor move: Before handler returns to heel <input type="checkbox"/><br>After handler returns to heel <input type="checkbox"/><br>Barks or whines occasionally <input type="checkbox"/>  | 25         |            |
| GROUP DOWN (3 MINUTES)             | Does not remain in place <input type="checkbox"/><br>Disturbed another dog <input type="checkbox"/><br>Stands/sits before handler returns to heel <input type="checkbox"/><br>Barks or whines unreasonably <input type="checkbox"/>   | Repositions dog/Touching dog or collar <input type="checkbox"/><br>Minor move: Before handler returns to heel <input type="checkbox"/><br>After handler returns to heel <input type="checkbox"/><br>Barks or whines occasionally <input type="checkbox"/>  | 25         |            |
| LESS PENALTY                       | Uncontrolled behavior <input type="checkbox"/> Training in ring <input type="checkbox"/><br>Physical guidance of dog <input type="checkbox"/> Entering/Leaving ring <input type="checkbox"/>  | Soiling ring <input type="checkbox"/> Whining/barking <input type="checkbox"/><br>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>                 |   |  | <b>200</b> |            |