



**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 <b>30</b>	
	Does not go out on command	<input type="checkbox"/>	<input type="checkbox"/>	Slow going/returning	<input type="checkbox"/>	<input type="checkbox"/>		
2ND SCENT DISCRIMINATION (SIT/DIRECT SEND)	Does not retrieve correct article	<input type="checkbox"/>	<input type="checkbox"/>	Picks up incorrect article	<input type="checkbox"/>	<input type="checkbox"/>	2nd <b>30</b>	
	Does not come close enough	<input type="checkbox"/>	<input type="checkbox"/>	Doesn't work continuously	<input type="checkbox"/>	<input type="checkbox"/>		
	Fails to give up article	<input type="checkbox"/>	<input type="checkbox"/>	Mouthing/playing	<input type="checkbox"/>	<input type="checkbox"/>		
				Drops article	<input type="checkbox"/>	<input type="checkbox"/>		
				Poor delivery	<input type="checkbox"/>	<input type="checkbox"/>		
				No front/Poor front	<input type="checkbox"/>	<input type="checkbox"/>		
				No finish/Poor finish	<input type="checkbox"/>	<input type="checkbox"/>		
				Handler error	<input type="checkbox"/>	<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 nto 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"/>	<input type="checkbox"/>		<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							<b>200</b>	
TOTAL POINTS OFF (SUBTRACT)								
TOTAL SCORE								

COMMENTS:

**FINAL QUALIFYING SCORE**