



Obedience Scoresheet Breakdown – Utility A or Utility B (Routine #1)

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

EXERCISE	NON-QUALIFYING SCORE	QUALIFYING SCORE	MAX POINTS	POINTS OFF																																																			
SEEK BACK	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"/>	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"/>	30																																																				
1ST SCENT DISCRIMINATION 2ND SCENT DISCRIMINATION (SIT/DIRECT SEND)	<table border="0"> <tr> <td></td> <td>1st</td> <td>2nd</td> </tr> <tr> <td>Anticipates retrieve</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>Does not go out on command</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>Does not retrieve correct article</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>Does not come close enough</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>Fails to give up article</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> </table>		1st	2nd	Anticipates retrieve	<input type="checkbox"/>	<input type="checkbox"/>	Does not go out on command	<input type="checkbox"/>	<input type="checkbox"/>	Does not retrieve correct article	<input type="checkbox"/>	<input type="checkbox"/>	Does not come close enough	<input type="checkbox"/>	<input type="checkbox"/>	Fails to give up article	<input type="checkbox"/>	<input type="checkbox"/>	<table border="0"> <tr> <td></td> <td>1st</td> <td>2nd</td> </tr> <tr> <td>Poor send out</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>Slow going/returning</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>Picks up incorrect article</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>Doesn't work continuously</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>Mouthing/playing</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>Drops article</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>Poor delivery</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>No front/Poor front</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>No finish/Poor finish</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>Handler error</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> </table>		1st	2nd	Poor send out	<input type="checkbox"/>	<input type="checkbox"/>	Slow going/returning	<input type="checkbox"/>	<input type="checkbox"/>	Picks up incorrect article	<input type="checkbox"/>	<input type="checkbox"/>	Doesn't work continuously	<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"/>	1st 30 2nd 30	
	1st	2nd																																																					
Anticipates retrieve	<input type="checkbox"/>	<input type="checkbox"/>																																																					
Does not go out on command	<input type="checkbox"/>	<input type="checkbox"/>																																																					
Does not retrieve correct article	<input type="checkbox"/>	<input type="checkbox"/>																																																					
Does not come close enough	<input type="checkbox"/>	<input type="checkbox"/>																																																					
Fails to give up article	<input type="checkbox"/>	<input type="checkbox"/>																																																					
	1st	2nd																																																					
Poor send out	<input type="checkbox"/>	<input type="checkbox"/>																																																					
Slow going/returning	<input type="checkbox"/>	<input type="checkbox"/>																																																					
Picks up incorrect article	<input type="checkbox"/>	<input type="checkbox"/>																																																					
Doesn't work continuously	<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"/>																																																					
SIGNAL EXERCISE	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"/>	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	40																																																				
MOVING STAND & EXAMINATION	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"/>	Poor heeling <input type="checkbox"/> Handler hesitates/pauses giving stand command <input type="checkbox"/> Moves on stand <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 <input type="checkbox"/>	30																																																				
DIRECTED JUMPING	<table border="0"> <tr> <td>1st Half</td> <td>2nd Half</td> </tr> <tr> <td><input type="checkbox"/> Anticipates send away/jump command</td> <td><input type="checkbox"/></td> </tr> <tr> <td><input type="checkbox"/> Does not leave on command</td> <td><input type="checkbox"/></td> </tr> <tr> <td><input type="checkbox"/> Does not go between jumps</td> <td><input type="checkbox"/></td> </tr> <tr> <td><input type="checkbox"/> Does not go 10 feet beyond jumps</td> <td><input type="checkbox"/></td> </tr> <tr> <td><input type="checkbox"/> Stops before command</td> <td><input type="checkbox"/></td> </tr> <tr> <td><input type="checkbox"/> Does not stop on 1st command</td> <td><input type="checkbox"/></td> </tr> <tr> <td><input type="checkbox"/> Anticipates/Does not jump as directed</td> <td><input type="checkbox"/></td> </tr> <tr> <td><input type="checkbox"/> Climbs jump/knocks bar off</td> <td><input type="checkbox"/></td> </tr> <tr> <td><input type="checkbox"/> Does not come close enough</td> <td><input type="checkbox"/></td> </tr> </table>	1st Half	2nd Half	<input type="checkbox"/> Anticipates send away/jump command	<input type="checkbox"/>	<input type="checkbox"/> Does not leave on command	<input type="checkbox"/>	<input type="checkbox"/> Does not go between jumps	<input type="checkbox"/>	<input type="checkbox"/> Does not go 10 feet beyond jumps	<input type="checkbox"/>	<input type="checkbox"/> Stops before command	<input type="checkbox"/>	<input type="checkbox"/> Does not stop on 1st command	<input type="checkbox"/>	<input type="checkbox"/> Anticipates/Does not jump as directed	<input type="checkbox"/>	<input type="checkbox"/> Climbs jump/knocks bar off	<input type="checkbox"/>	<input type="checkbox"/> Does not come close enough	<input type="checkbox"/>	<table border="0"> <tr> <td>1st Half</td> <td>2nd Half</td> </tr> <tr> <td><input type="checkbox"/> Does not go about 20 feet beyond jumps</td> <td><input type="checkbox"/></td> </tr> <tr> <td><input type="checkbox"/> Does not sit/on command/2nd command to sit</td> <td><input type="checkbox"/></td> </tr> <tr> <td><input type="checkbox"/> Goes/sits off approximate centre</td> <td><input type="checkbox"/></td> </tr> <tr> <td><input type="checkbox"/> Slow going/returning</td> <td><input type="checkbox"/></td> </tr> <tr> <td><input type="checkbox"/> Touching jump</td> <td><input type="checkbox"/></td> </tr> <tr> <td><input type="checkbox"/> No front/Poor front</td> <td><input type="checkbox"/></td> </tr> <tr> <td><input type="checkbox"/> No finish/Poor finish</td> <td><input type="checkbox"/></td> </tr> <tr> <td><input type="checkbox"/> Handler error</td> <td><input type="checkbox"/></td> </tr> </table>	1st Half	2nd Half	<input type="checkbox"/> Does not go about 20 feet beyond jumps	<input type="checkbox"/>	<input type="checkbox"/> Does not sit/on command/2nd command to sit	<input type="checkbox"/>	<input type="checkbox"/> Goes/sits off approximate centre	<input type="checkbox"/>	<input type="checkbox"/> Slow going/returning	<input type="checkbox"/>	<input type="checkbox"/> Touching jump	<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"/>	40														
1st Half	2nd Half																																																						
<input type="checkbox"/> Anticipates send away/jump command	<input type="checkbox"/>																																																						
<input type="checkbox"/> Does not leave on command	<input type="checkbox"/>																																																						
<input type="checkbox"/> Does not go between jumps	<input type="checkbox"/>																																																						
<input type="checkbox"/> Does not go 10 feet beyond jumps	<input type="checkbox"/>																																																						
<input type="checkbox"/> Stops before command	<input type="checkbox"/>																																																						
<input type="checkbox"/> Does not stop on 1st command	<input type="checkbox"/>																																																						
<input type="checkbox"/> Anticipates/Does not jump as directed	<input type="checkbox"/>																																																						
<input type="checkbox"/> Climbs jump/knocks bar off	<input type="checkbox"/>																																																						
<input type="checkbox"/> Does not come close enough	<input type="checkbox"/>																																																						
1st Half	2nd Half																																																						
<input type="checkbox"/> Does not go about 20 feet beyond jumps	<input type="checkbox"/>																																																						
<input type="checkbox"/> Does not sit/on command/2nd command to sit	<input type="checkbox"/>																																																						
<input type="checkbox"/> Goes/sits off approximate centre	<input type="checkbox"/>																																																						
<input type="checkbox"/> Slow going/returning	<input type="checkbox"/>																																																						
<input type="checkbox"/> Touching jump	<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"/>																																																						
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																																																			