

**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
<b>1ST SCENT DISCRIMINATION</b>  <b>2ND SCENT DISCRIMINATION</b> (SIT/DIRECT SEND)	Anticipates retrieve <input type="checkbox"/> 1st Does not go out on command <input type="checkbox"/> 2nd Does not retrieve correct article <input type="checkbox"/> Does not come close enough <input type="checkbox"/> Fails to give up article <input type="checkbox"/>	Poor send out <input type="checkbox"/> 1st Slow going/returning <input type="checkbox"/> 2nd Picks up incorrect article <input type="checkbox"/> Doesn't work continuously <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"/>	<b>1st</b> <b>30</b>  <b>2nd</b> <b>30</b>			
<b>SEEK BACK</b>	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"/>	<b>30</b>			
<b>SIGNAL EXERCISE</b>	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 <input type="checkbox"/>	<b>40</b>			
<b>MOVING STAND &amp; EXAMINATION</b>	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"/>	<b>30</b>			
<b>DIRECTED JUMPING</b>	<b>1st Half</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	<b>2nd Half</b> <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	<b>40</b>			
<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**